

TEKKEN
PlayStation's
Hottest
Brawler?

ISSUE
76

GAME PLAYERS

Sega and Sony Get

LOADED

WIN
PlayStations, an
MK3
coin-op,
and more!

**SCORCHING
STRATEGIES:**

TOSHINDEN

pg. 100

CHRONO TRIGGER

pg. 116

BUG!

pg. 106

Interplay's top-secret
32-bit monster is
videogaming's
best surprise of
the year!

Will action
games ever be
the same?

WEAPONLORD

Is this the last of
the great
16-bit fighting
games? The full
review starts on
page 78...

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Dominate 32-bit football!



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OCTOBER 1995 Vol. 8 No. 10





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going to fight,
do it outside."

Even your mom knows

Street Fighter II is on Game Boy.



Your momma. She knows the bad boys of Street Fighter II™ are now on Game Boy®. She knows its **nine levels** of **destruction** can't be contained by the four walls of your lovely split-level suburban domicile. Knows **Street Fighter II** is finally loose on the streets where it belongs. Knows all about the **Special Moves**, the flaming fireballs, spinning back-fists, jabs, jukes, blocks, flash kicks and sucker punches. She knows that with the

two-player mode she can kick your butt on Game Boy or Super Game Boy®. Your momma is one bad lady. No wonder she wears combat boots.



Play it
Loud™

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**A RUSH FELT BY A HANDFUL OF WORLD-CLASS
DRIVERS AND THE OCCASION**



ASS

AL PARKING VALET. |



Imagine driving the wrong way in rush hour traffic, before catching enough air to make a seagull blush. Is it the L.A. freeways? No, it's the Sony® PlayStation™. Introducing Namco's® Ridge Racer.® Gut-wrenching first-person views, five different courses and 200+ m.p.h. lap speeds. Only the PlayStation provides racing so realistic you'll need to check your shorts for skidmarks. One final plug: Look for Ridge Racer and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.



U
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PlayStation -



ENOS LIVES



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IN TODAY'S WAR BE
IT APPEARS ONE SIDE HAS



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namco

You're looking at the fastest racing game in history. Ridge Racer.



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TWEEN 32-BIT SYSTEMS,
GAINED AN UNFAIR ADVANTAGE.

FUNNY, WE THOUGHT
WE WERE JUST MAKING GAMES.



If a system is only as good as the games you play on it, we hope you got the PlayStation. Because according to critics, these are three of the best games out there, regardless of the hardware. To find out more, grab us on the web at <http://www.namco.com>. Better yet, grab a box.

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Welcome to GAME PLAYERS



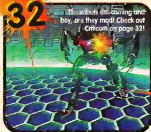
Welcome to another butt-kickin' issue of **GAME PLAYERS**! Just by looking at these pages, I think you can tell that this issue is gonna be the mother of all issues! OK, if it

can't be the mother, how about the Great Aunt? Now that we've got that out of the way, let's take a look at what we got going on. We've got the first look at *Loaded*, a very intense, bloody shooter that's gonna slay ya. We've also got a huge strategy for the most beautiful of fighting games — *Toshinden*! No one will be able to survive your attacks after reading this baby. We've got so many new games to review in this issue that we've started a new kind of review format. We're featuring some half-page reviews that are concise and in the point, just like our regular reviews. And there's tons more stuff inside just waiting to be discovered, so what are you waiting for? Oh, and on a final note, *The Cleansing* reaches its final, spectacular, action-packed conclusion in this month's Subscriber Newsletter! So, if you don't subscribe, find someone who does and check it out! Is it the end for Gazuga? Enquiring minds want to know!

Chris

Right about now, you're probably saying, "Hey, where the hell are the Color Codes?" Well, with all the new systems coming out now and in the near future, it was getting harder to find easily discernible colors for each system, so we said, "To hell with it!" and threw it away! Are you happy now?

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...back to the drawing table, as they say. Check out Critic on page 32!



Mega Man is back... again! The action starts on page 42!

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Who are you dressing up like for Halloween and why?



WEAPON LORD



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TEKKEN



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Roh, Roh, Ree, Kick 'em in the knee! We hit all the critical points in our *Tekken* story on page 52!



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We want you to win. You want to win. Go ahead, use the Cheat Sheets. We won't tell anybody!

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Chrome Trigger is huge, bad, and coming right at you on page 116!

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Our offense has a whole new look! Check it out!

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We know that you could core less about all those prizes we sometimes give away in here!

Right, gang?
Uh... gang... hello?



Cover Story

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EAL OESN'T



Meet Shou-Mo. The four-armed, red-eyed wonder girl of your dreams. Isn't she a beauty?



Haven't you always wanted a girl who could set you on fire? Well now you can have her



since MK3 is coming home on Super Nintendo, Boy, Game Gear™ & Sega Genesis™.



There's a lot of lovin' in those four arms. Enjoy. (C) (TM) (P) (S) (M) (R)

MORTAL KOMBAT BE CAREFUL, IT'S HOME.



READERS' NETWORK

We were a bit worried that with The Cleansing being over, we wouldn't get any bizarre mail from you guys. This month's offerings go to show that we shouldn't have worried... or maybe we should have!

THE CLEANSING IS OVER!!!

That's right, you can all come out from your shelters now, it's safe. Gazuga, Habeeb, Moogoo, and the whole happy clan are gone from these pages for good. We mean it. They're not coming back. May Gazuga strike me dead.

So please don't send us any more letters mentioning Gazuga, Skullbats™, Undead Lizard Warriors, or any of that stuff. Your response to the whole thing has been overwhelming, and we've had tons o' fun. But it's simply time to move on to other, even freakier, ideas. By all means, still send in wild, deranged letters, but let's see what new stuff we can come up with.

By the way, loyal **GAME PLAYERS** subscribers got to see exactly how the Cleansing went down in the Subscriber's newsletter. If you missed out, track down a subscriber and check it out — it's definitely not for the squeamish.

SPROUTING OFF!

I have been reading your magazine for a long time and I love it. I do have one complaint, though. When you answer mail, you always insult the person who wrote if they have a different opinion than you do. If they believe something that you don't, you make fun of them. Those are the only complaints that I have about your magazine. Keep up the good work!

Sgt. Sprout

76726.2045@compuserve.com

BILL: What's the matter, Veggie Boy? Afraid you'll wilt in the heat? Look out!!! Here come some cows! They might graze you!!! Hey, when I say Caesar salad, do you get nervous? What a coked! Ha, ha, ha, ha!

CHRIS: (Sigh.) Mr. Sprout, I'd like to apologize for Bill's uncalled-for behavior. He just can't help making fun of idiots. Please forgive him.

GO AHEAD AND JUMP!

Hello. My name is Ashley. Your magazine is really crunchy. My pet monkey thinks Chris Skute is all theer, but Bill scares her. Your magazine makes me want to jump up and down and say "Yoo-hoo."

Ashley
Apple Creek, OH

BILL: Hello. My name is Bill. The magazine would be less crunchy if Mike wore socks. Chris is usually 'alright', except when the lights go out during electrical storms. That's when I get scared. What we want YOU to do is jump up and down and say "My monkey is ripe, so let's have a barbecue!" We'll bring the nachos.

GOODNESS GLACIOUS

I'm disappointed with the review for *Killer Instinct* for the Super NES in your August issue. Not because it got less than a perfect score, but because Chris "shouldn't be taken" Skute and Jeff "needs to keep his opinion to himself" Lundgren shouldn't have done the review. I don't want to hear from some "Wiius Fighter," the hard Ryu stylist, Shang Tsung morph your thoughts onto biased paper. Being a KOfan, I want to hear from a KOfan, that way I'm getting a full picture on how the arcade-to-home translation made out. Maybe Nintendo did combine *Street Fighter* and *Mortal Kombat* to get Kf. Glacius alone is worth the rest.

Mark Christensen
Albuquerque, NM

CHRIS: As both Jeff and I mentioned in our review, the Super NES version of the Coin-op Kf is a very good 16-bit conversion — fans of the arcade won't be disappointed. But that still doesn't change the fact that this game wasn't near perfect to begin with. I'm the biggest fighting-game fan around, and I still say that a totally sports-based, 2-D, SF-inspired game like Kf is just boring these days. The rendered images make for nice eye-candy, but what else is there? I want something that plays great, something that's innovative, and I want it now!

This guy's game came out years ago, but you could put him in Kf easy.

ENQUIRING MINDS WANT TO KNOW

I think you guys are doing a great job. I respect your opinions concerning the next-generation systems. I have a few important questions for you guys:

1. Can the Sega Saturn play Sega CD and 32X games?
2. When is Virtua Fighter 2 going to be released for Saturn?
3. What is the next game that Sega's AM2 and AM3 divisions are working on?

John Hughes Jr.
Rosenhain, NJ

CHRIS: Answer time!

1. **Yes**
2. **November!**
3. **A new polygon brawler called Fighting Vipers, then Virtua Fighter 3! (Pant!)**



POP QUIZ

Yo **GAME PLAYERS**, I have a few questions that you better put in your magazine, or ELSE:

1. Why is it that there are no women on your staff? I mean, I'm not a girl but I'd like to know what a woman would think of certain videogames.
2. What do you guys do with your time off? That is, if you do get time off.
3. Does Gamer X have a pet?
4. And finally, the most important question: If a train is going 60 mph and another train is going 40 mph, and they're both on a 200-mile track, what would you have for lunch? HAHAAHAHAHAHA!

(no name given)
Englewood, FL

BILL: It's answer time again!

1. **Because we're really ugly and don't have a real cool car.**
2. **Ha, ha, ha, ha, ha!**
3. **Yes.**
4. **Either a taco or some caviar, depending on who's buying.**

STOP! YOU THIEF!!!

75 cents for one game of *Mortal Kombat 3*? PIP OFF! I know it's the '90's, but whatever happened to the game that only costed a quarter? What's up with this CRAP???

A MAD Reader
Pennsville, NY

CHRIS: No joke. A lot of the coin-op industry folk would blame their rising prices to increasing competition from the more advanced home systems, but they're full of crap. If arcade owners and coin-op manufacturers would get off their asses and market these games, try to COMPETE with the home market, then we'd be able to buy 30 seconds of game time for a quarter instead of a buck. Screw 'em — just stay home and play if they're ripping you off.

MELVIN!!!

You missed the point of Ocelot's "Peep Show" letter in the July 1995 issue. I am sure that she meant that the girl shown doesn't have to have her **** hanging out everywhere. Plus, the bottom part of her suit is so high-cut, she'll have a permanent wedgy.

Sherry Miller
Salvor Springs, IL

CHRIS: I think it's you who missed the point, Sherry. I was being **SARCASTIC**. Sorry if my dry wit was too, er... dry. I totally agree, women are treated like most in videogames. But hey, it's not like their hunky Conan-type male counterparts are usually wearing much more. The industry's definitely biased, but maybe not quite as much as you think...

HIT THE SHOWERS

I really am pissed-off at you guys for showing that "saucy" Chun-Li shower scene. Why did you have to show that? I am really not happy. It really ticks me off to see you guys, my best friend's role-models (not to mention mine) show everyone's favorite *Street Fighter* in this way. I am mad, I want this published, and I'll keep mailing you over and over until you do.

Psycho Bear
suzie.heller@yahoo.com

I am outraged! I cannot believe that *SFII: The Movie* Chun-Li used to be a respectable character but this shower scene has turned her into a *****! Whoever thought up that idea from hell deserves to die! Chun-Li deserves more than this *****! And you guys are ass***** for raving about it! Why the **** do you think girls don't play games? 'Cuz of bull**** like this!

A MAD Woman
Muckacha, Canada

CHRIS: Hey, Chun-Li was young and she needed the money. Seriously, that scene was from Capcom's own official *Street Fighter* animated movie. We weren't trying to be sneaky or anything. Most of our readers' were upset that we put those "damn bars" in the way.

READER ART



It's true. Bill Donohue does do the best Charlie Chan imitation in the whole GAME PLAYERS office!

WINNER



Phong & Minh Nguyen,
Miami, FL

ⓐ The barbecue was already out of control, but then Ninja dropped the steak!

Arnold Gallegos,
San Diego, CA



ⓑ Ryu was astounded! What had happened to her left hand?

Chris Flacker,
Pittsburg, PA

ⓐ He was hired because they knew he'd be a great waiter!

It was time to either fish or cut bait, so he cut bait! ⓐ



Lamont Salazar,
Denver, CO



ⓐ There were still some bugs to be worked out in the X-Ray specs!

Eliesser Salgado,
Ontario, Canada

REALLY SICK AND TIRED

I'm sick of wasting my hard-earned cash on videogames, so here is a list I compiled of things I would rather do than shell out \$70 for another crappy game:

- Dive off the Sears Tower head-first into a very sharp thumbtack
- Bathe in honey and walk naked through a bear cage, as slowly as possible
- Skydive with a defective parachute
- Put my head in a heated waffle iron
- Be operated on by a blind proctologist
- Be sacrificed to an Aztec god
- Eat chalk
- Watch The Grind on MTV
- Go to a disco bar in San Francisco
- Swear at k-t-T while wearing a police uniform
- Swim in liquid nitrogen

- See Kriss Kross in concert
- Jump off the World Trade Center onto a bike with no seat
- Be circumsized by a blind, paranoid, cocaine-addicted schizophrenic with a rusty chainsaw on the 'Ultra Twister'

(no name given, parts unknown)

BILL: With the exception of seeing Kriss Kross in concert, any one of these ideas can be a fun and inexpensive way to kill an afternoon. So why spend all that money on a game, when you could send it to me? Just because The Cleansing is over doesn't mean I don't want your money! And, if you can't send money, you could always send beer!



I'VE GOT A SECRET

Where the hell is *The Secret of Evermore*? It made your cover in May and I haven't heard of it since. What is wrong with you people?

Anthony Comasso
West Islip, NY

JEFF: Don't blame us, blame Square Soft. After making a huge publicity push and telling us the game was hitting in June, they pushed back the release and put out Chrono Trigger instead. Don't panic, though. As we went to press, a complete Evermore landed in my hot little hands — you'll get the full test drive next month.

The Burning Question: Tune

With Nintendo's announcement that the Ultra 64 would not be released in the United States until April 1996, are you willing to wait an extra year for this next-gen platform, or will another system, like



the Sony PlayStation or Sega Saturn, grab your gaming dollars?

I am not willing to wait for the Ultra 64 to come out. What kind of idiots do they have working for them??? Software development laggin', my ass! They're waiting to see who their main competition will be based on sales this Christmas. The Sony PlayStation will get my gaming dollars.

Ryan Fields
Medford, OR

I think that any next-generation system will be a great gaming experience, no matter which you choose. But I also think that with the delay, software companies can't keep their time on developing and come out with well-done quality games for the Ultra 64. Nintendo is known for its excellent hardware and software, which is why I'm willing to wait for it.

Phil Aeron
Baltimore, MD

You bet your ass I'm willing to wait 'til '96! I mean, what's the rush? Super NES will prove again this fall with Killer Instinct and Donkey Kong Country 2 that you don't need a next-gen system to score!

Hyman McClain
X-Band

HELL NO! I'M NOT BUYING AN ULTRA 64! I hate

waiting. Besides, the Sony PlayStation looks like a much better system. When are these Super Mario-playing peons going to realize Nintendo's got them by the short hairs and they know they can do anything they want and get away with it?

Jamie Rollins
Monroe, NC

I feel that any drooling fanatic who would actually waste their cash on a piece of **** machine like PlayStation or Saturn is in a straight jacket being hand-fed liquefied carrots and peas. Everyone knows that Nintendo has consistently come out with the best games such as the Final Fantasy series, which is only on Nintendo. Other Nintendo originals such as Donkey Kong Country and Zelda proved Nintendo's worth to its devoted fans. And these were only 16-bit games! My eternal confidence is confided into the exalted supremacy of Nintendo's Ultra 64. I have no problem waiting a few extra months for a better system at a much better price. In other words, all hail Ultra 64!

TAM THE GREAT
Traverse City, MI

I plan on buying an Ultra 64, but I do not intend on buying one in April. I am willing to let the gamers out there to take our collective hands and put Nintendo's big thumb out of its big ASS. So write angry letters to Nintendo to tell them to get their system out earlier. Let our voices be heard!

Rick Rynerson
Pekin, IL

CHRIS: I think what we all learned here today is that loyal Nintendo fans WILL wait for the U64, not-so-loyal Nintendo fans will buy something else first, and come next April when we're bombarded with megabucks worth of U64 advertising, we'll all follow Nintendo to trillionaire misnamed 64-bit glory like cattle.

LESS IS MORE

I think that what your mag needs, as a purely visual improvement, is more scantily clad chicks. A certain videogame mag that I've seen on the newsstands (I won't name names) has all kinds of that stuff, such as an article about Model Komodo wear, with photos of the model who played Sonya Blade barely stuffed into her clothing — now that's what I call coverage! Yes, you have a good mag, but photos of next-to-nude (or nearly nude) gals would make it 100% better. PS: I liked August's nude cover.

Seema Niaz
Salt Lake, CA

CHRIS: Seema, we're all for givin' the nude gals to the guys as well as the nude guys to the gals, but some people just don't take well to us putting that kind of stuff in the magazine. Just like the MPAA, we can show a zillion beheadings and countless mutilations, but exposed skin is a big no-no. Sorry.

TAKE A BREAK

- Ed "The Legend" Price's (Anaheim, CA) top-ten hints that you should take a break from videogames:
10. You look for strange ways to hold the controller just for added challenge.
 9. You solve all the Wheel Of Fortune puzzles before you even spin the wheel.
 8. You decide to play a two-player game by yourself just to see who wins.
 7. You have seizures at regular intervals and predict their date, time, and length.
 6. You keep trying to take off your head and use it as a jump rope.

5. Your mom yelling at you as you sound an awful lot like ape grunting.
4. You throw trash cans at walls, trying to find secret bonus rooms.
3. You swim naked in a pool of marshmallows and try to inhale anybody that gets close enough.
2. Your idea of a break is sitting on your porch with a BG-gun, shooting everything that moves while yelling, "Die, Zeblen scum!"
1. Your mom catches you kicking the cat, trying to gain experience points.

GAME IDEAS!



SO MUCH FOR FLATTERY

My game is called *The Big Fat Supremero Wannabe Who Throws Cream Cheese On People And Beats Them With A Polish Sausage*. You play a big, blubbery person who just escaped from a mental hospital. He puts an udder on his head, takes up a vat of cream cheese, a polish sausage and a strange vow. He must travel the streets asking for a wheel of moldy Limburger cheese. If they don't have the cheese, you cover them with cream cheese and beat them to death with a polish sausage. There are power-ups, but they don't do anything, so people will always call your helpline asking for help.

Andy King,
San Ramon, CA

BILL: Hey, wait a minute, Andy! I resemble this game idea! I'm carving your name on a polish sausage right now. You better duck the next time you smell pizza!

THE UNKINDEST CUT

My game is called *Mr. Surgeon Interactive*. The object is to "try" and do surgery on people. If you make a mistake (Here comes the fun part), you can just go insane and do anything you want. You can stuff him full of peat moss, for all I care! I'd remove the lungs and sell 'em for Geo air bags!

Devlin Waterbury,
Newcastle, Canada

BILL: Tell me, Devin, just who do you

know in the medical malpractice insurance field? A close relative, maybe?

JUST PLAIN CHICKEN

My game is called *The Journey of Captain Booper*. The game is about Captain Booper, a moosecow who is trying to stop the evil Dr. Fleest, who stocks a moldy sock in Captain Booper's Rubber Chicken dinner, which gives the captain bad gas. This is a new weapon for Captain Booper, who starts his journey with his trusty waffles and a rapist odor.

Jared Towns,
Holmdel, NJ

BILL: Well, Jared, I think I can sum up how I feel about this delightful, little game in one word: **NOH?** OK, how about two words: **SAY WHAT?** I think I can truly say that I've heard it all now!

WINNER LOW FAT SPREAD

My game is called *That Ain't Butter*. You are a disturbed boy named Kirth who finds various liquids and puts them in jars. Once you collect 12 different substances, you lure winos and pimps into your outhouse by dressing as a grease-covered Slim Jim and shouting "Oy, my gudest!" When you capture someone, you force them to drink a liquid. Then the fun starts. Depending on what they drink, an assortment of gory deaths occurs. And for the bonus round, you become a roll of toilet paper and wait...

Jason Dix,
Kingsberg, CA

BILL: Jason, you are truly sick and twisted. Even though you won, I'm still mad, 'cuz you gave away my Halloween costume idea! Now what am I gonna do with all that sausage casing and 30-weight oil?

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Jason Dix, of Kingsberg, CA, but I've still gotta find a new costume idea. Damn!! So don't delay! Write in today!!

THE NOSE KNOWS!

I recently read your September '95 issue, and after finishing it I could say: **WAS "MOLY MOTHER OF STINK!"** Why did you put that advertisement for Earthlink in your magazine? Does old mold cheese smell better? I could smell that ad at least five pages away. I couldn't put the stink off my hands for hours!

John Jansberg
Pawia, IL

CHRIS: HA HA HA! Our evil plan worked! Now we will be able to tell a loyal **GAME PLAYERS** reader simply by their smell. Soon, yes, VERY soon my hidden agenda will become clear... **hoo-hoo ha ha HA HA NA NA... That ad did kinda stink, didn't it?**

TRENDY, BUT DISTURBED

I see a disturbing trend in some of your reviews, particularly on the 32X. Granted, some (all right, most) of the games so far have been pretty lame, but there have been a few decent games: *Doom*, *Shadow Squadron*, *Mortal Kombat II*, and *JWWF Raw*, to name a few. Personally, I thought *MNI* for 32X was super, easily the best transition to date and a darn near-perfect copy of the arcade. However, I read in your mag that you thought it was pretty good, but you expected more from a 32-bit game. Wait a minute — are you guys getting caught up in all the hype from the manufacturers? My system has more bits than yours so I'm better??? Get with it, guys! I don't care if it's an old Atari 2600 or the latest 128-bit vaporware from Nintendo, if the game is fun to play, that's all that really matters. As long as I'm bitchin', quit saying about 32X games... It's OK if you already own a 32X, but it's not worth the cost of a game and the 32X! There have been few games in the history of electronic gaming that actually sold systems — the original John Madden and Sonic for Genesis and Street Fighter II for Super NES are the only ones that come to mind.

Gary Howard
GLHoward@aol.com

CHRIS: You're right, gameplay IS the only real important thing. But by your rationale, why did you even buy a 32X? If games can be just as satisfying on older systems, why buy into the whole "next-generation" of gaming? Because you want bigger, brighter, fancier games, that's why. So when we say "It's OK if you already own a 32X, but it's not worth the cost of a game and the 32X," what we're really saying is that the game doesn't offer anything that you couldn't get just as good on another machine that you probably already own. We don't want you wasting your money!

PAPERBACK WRITER

When we printed the requirements to become a GAME PLAYERS writer in our June issue, we didn't think that anyone out there would be crazy enough to actually TRY it. Our most heartfelt thanks to Dean, Gregg, Robin, Pyle, Scott, and Jeremy of Vegreville, Alberta, Canada for proving us wrong (sorry we had to cut up your letter, guys — there was just way too much good stuff).

Me and the rest of the guys decided to take a break from the regular toil and trouble of our average weekend, which consists mainly of parties, fighting, and videogames, to attempt the perilous journey of the **GAME PLAYERS** writer (perilous meaning we missed Animaniacs).

Hi, I'm Dean and I'll be your tour guide to our little excursion into the foul Ukrainian-infested bowels of Vegreville territory. This is Gregg (right). Gregg / like guided tours... they're guided. Dean: Uh, yeah



We hauled our asses down to Arizona and set out searching for the Great Wolf atop the highest peak, but we couldn't find it. So I (Gregg's afraid of heights) climbed to the top of the Post Office building.



Now we advance to the final stages of our voyage as we witness the baptizing of the piglet. Gregg: Surpise... yummy.



So I wore the pig, drank the Surpise, and talked to the wolf, but we couldn't figure out the exchange rate

of Canadian to US dollars so we're sending you three garbage bags full of pesos. They're in the mail, really.

HILL: Uh-huh... OK, Say, you guys have a lot of spare time on your hands, don't you?

Answer: here's your first official assignment: play Zacken's Mother Goose 2000 for about two or three months. If any of you are still alive (and sane), send us a 800-word review. We won't print it, but you'll get a taste of what it's like to work here.

THEY MET THE CHALLENGE!

James Boltz of Ft Riley, KS whipped through Donkey Kong Country in a mere 25 minutes while Wendell Kunkin of Dalton, GA crushed the Expert Track in Daytona USA with a fastest lap of 1'32"391! Way to go! Keep your eyes peeled for more **GAME PLAYERS** challenges!

THE LOVE CONNECTION

I'm having a really big problem. There's this really cute girl, (name withheld), who's in about half my classes. She isn't seeing anyone right now, and I really like her. I'd have asked her out by now, but I'm excessively shy. What do you think I should do? PS: I'd like input from other readers, too.

Star-Struck in Salinas
Salinas, CA

Arelene's 'Luv Love' letter needs a counterpart. I'm talking about all those dangerous dames who have not only won my heart but have so rightfully earned a place among fighting games today. I kinda got something for Asuka of TMNT Tournament Fighters, and that cute little butt attack of hers. Or how about that new Sonya in MK9? Or the queen of the hill, the stunningly sweet Mia 'me buncy!' Shiranui of King of Fighters '94? Now THOSE are some bodacious Betty's. Sorry Arelene, but these battling beauties are here to stay and will continue to turn your hunkies into chunks!

Peter 'Totally Budded'
Keller
Long Beach, CA



I am madly in love with Knuckles. I find myself renting the game Sonic and Knuckles only to stare at Knuckle's captivating smirk. What should I do?

Alexandria Media
Missouri City, TX

Beware! I am Character X, your worst girlfriend. Ha, ha, ha, ha, ha! Do you remember the prom, you know, like the one you were supposed to take me to when we were 16? Well, I didn't show because I saw you disguised as a T-shirt on another girl! BWARE! You do not want to know the wrath of a teenage girl who wants to tear out your black heart and use it as a target for my brozook!

Character X
Santa Ana, CA

BILL: OK, it's answer time again! Star-Struck, send me her picture. **AM:** I won't! out! Pete, they're not real, OK?!!
Alexandria, cehidnas don't brush their teeth or bttie very often. And Character X, Gamer X perished in The Cleansing. Get a life, woman! It beats therapy every time!

CONNECTIONS

At 101 and a half, older, Deane still has white hair and a 20 and have 10 dogs!

Joseph Hagler
P.O. Box 615
Crown, NY 10020

My name is David, I'm 11 and I would like a boy or girl friend, age 11-14.

Carrie Lup
2205 172nd Pl., SE
Bellevue, WA 98012

I you live RPG or online fighting games. Asks to me. I'm 13 and want a SNES and a Sega CD.

Hayes McDowell II
101 Maple St.
Watson, NY 12590

I'd like a person to write to about videogames for my opinion. I'm 16 and would prefer a girl.

Joel Deal
404 Tully St. NW
Cleveland, TN 37312

I'm 11 and looking for someone with whom I can play fighting games on SNES.

Christopher Mims
RR 2, Box 176
Cahoon, TX 77636

I would like to be in the purple connecthink exchange site and could with other people.

Kris Okajima
PO Box 1314
Sapin, Abakobiki,
Ogun State, Nigeria

I'm 11 and would like a person to share tips.

Chris Huley
1165 E. Soden
Greenville, MS 36071

I'm an 11 year old boy who wants tips for NES.

Ryan Spink
Box 1030
Kempville, Ont. K0S 1J0

I'm 11 and would like a person 10-13 so we could switch cards for Sega.

Christopher Bond
RR1
Kempville, Ont. K0S 1J0

I'm a 10 year old girl who wants a person. I don't know a lot about games.

Terrie Goss
111 Lipton
Winsty, Ont. L1R 1W0

I'd like to talk to a lot of people about SNES and Game Gear. I'm 11.

Jeanette Kneifer
17 Hyde Rd.
Hawesick, NY 20832

I'd like to be a good friend. I'm 12-14 years old but I can get into how a Game Gear SNES NES.

Ryan Lonsdale
RR1 Box 1209
Richmond, ME 05357

I want a person who is a Game Gear. I'm 11.

Justin Hendry
7373 Ashton Park
San Antonio, TX 78209

I like fighting and I like to play about age 12-14. I have 64 bit games.

Adam Vasquez
576 Pasadena St.
Hayward, CA 94541

I'm 13 and I'd like to be a friend. I'd prefer a female. Not over 14, who's into SNES, MSX, and Game Gear.

Audrey Stratos
906 4th St.
Pawnee, WY 26301

I'm 12 years old and would like to be a friend. I would like to know about fighting games. I prefer a girl between 11-14.

Brandon Moore
2413 Shadow Lake Ln.
Modesto, CA 95355

GET OFF YOUR @\$\$!

Write to **Gamer Players** at the following addresses:

For game ideas, write to:

Gamer Ideas:
Game Players, 1350 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010.

To get into the Connections section, write to:

Connections:
Game Players, 1350 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010.

For general Network letters, write to:

Readers' Network:
Game Players, 1350 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010.

Or contact us online at: stuffy@stuffy.com

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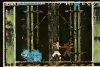
BLOOD IS THICKER THAN WATER.

Sho & twin brother Kazuma don't think so.

Kazuma's got a vendetta against him, and has made arrangements with several mercenaries to wipe him off the face of this earth. A bit bitter you say...

Obviously someone wasn't treated right when they were growing up.

Sometimes you just can't depend on family.



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INFO TRAK

News. The origins of the word are believed to be based on the directions of the compass: North, East, West, South. Others might claim that the name comes from the fact that anything contained in the news was NEW. Uh... right. Whichever way it got started, here it is! Enjoy!!!

What's Up With Ultra 64?

The latest hype on Nintendo's trump card

Just what is Nintendo up to? The company has been tight-lipped about all Ultra 64 plans ever since the 64-bit machine was announced, but even the trickle

of "Dream Team" announcements seems to have dried up over the past couple months. This has only added to the speculation, as loyal Nintendoans everywhere grasp for any U64 info they can get. The following is a list of Ultra 64 titles, both official and unofficial.

Ultra 64 Titles: Fact and Fiction

CONFIRMED

- Ken Griffey Jr. Baseball/Nintendo
- Killer Instinct 2/Nintendo
- Killer Instinct/Nintendo
- Monster Dunk/Mindscape
- Mortal Kombat 3/Williams Ent.
- "Paradigm Simulations' Miyamoto game" (Pilotwings 2?)/Nintendo
- Red Baron/Sierra On-line
- Robotech Academy/Gametek
- "Software Creations' game"
- Top Gun: A New Adventure/Spectrum
- Turbo: Dinosaur Hunt/Academ
- Ultra Doom/Williams Entertainment Co.
- "Virgin Interactive's new game"
- "Angel Studios' new game"
- Crus'n USA/Nintendo
- "DMA Design's game"
- "GTE Interactive Media's game"

UNOFFICIALLY CONFIRMED

- Ace Driver/Namco
- Final Fantasy/Squaresoft
- Frank Thomas 'Big Hurt' Baseball/Academ
- Madden '96/EA
- Mission Impossible/Ocean
- Star Wars/LucasArts

RUMORED

- Akira/THQ
- Alien Trilogy/Academ
- Batman Forever/Academ
- Castlemania/Konami
- Dragon Quest/Entx
- F-Zero/Nintendo
- ???/HAL
- Mario RPG/Nintendo
- Mario Kart/Nintendo
- Metroid/Nintendo
- ???/Seta
- Stacked/Virgin
- Star Fox X/Nintendo
- SF: The Movie/Capcom
- Surprise Ltd.'s game"
- The Crow/Academ
- Ultra Tetris?
- Waterworld/Ocean?
- Zelda/Nintendo



Ken Griffey Jr. 'Playing It Loud'

Baseball star to develop two new games

He was still on the injured list, but Ken Griffey Jr.'s signing hand was good enough to sign with Nintendo for an exclusive multi-platform deal. Howard Lincoln, Nintendo's US chairman, said, "We're talking the same breakthrough computer rendering that proved so popular in Donkey Kong Country last year and used for the first time ever in a sports game." Meanwhile, Griffey promises to lend more than his name to the new games,

"It's going to be realistic... but not just in the way it looks. I want it to feel just like it actually does to play in the 'big show.' Sounds great! Look for the Super NES title at the start of the '96 baseball season, and watch for the Ultra 64(?) versions in late '96 or early '97.

"At first the whole thing seemed OK. They filmed me batting, fielding, and so on..."



"I kicked some fat plumber off his four-wheeler and escaped. Whew, that was close!"

"But soon I learned a little too much, and they turned their laser on me! Luckily, I still had my bat..."

Sony Pulls A Fast One

Amid threats of lawsuits from many of Sony's competitors (Atari chief among them), Sony has pulled a fast one and managed to dodge a potential bullet. At the suggested retail of \$250, the US PlayStation would have been priced extremely cheaper than its Japanese counterpart, which is an illegal act called "dumping". However, the

Japanese PlayStation recently dropped to a US equivalent of \$320, which is close enough to avoid a lawsuit. Kudos to

Sony on correcting a potentially destructive situation for both themselves as well as hungry US PlayStation fans. Word is, Sony is looking to produce an even cheaper model sometime this year, which could possibly go as low as \$199. That'd be cool.



Capcom:

Still Standing

The former giant shows signs of new life



A Bullet For CES

The videogame industry parts ways

The Consumer Electronics Show — once looked to as the videogame industry's big show, the biannual event where the world got its first glimpse at the future of electronic entertainment. Where game developers put their best foot forward, and we in the press got to rake in the freebies. But over the last couple years, the industry has lost interest in CES, mostly because of its overwhelming size (CES also includes all other forms of consumer electronics), and because two shows a year is a bit much. January's Winter CES was the worst, placed just after the holiday buying season — who's got anything to show then?

So, after the resounding success of last May's E3 show in LA, the videogame industry has finally decided to say good-bye to CES. Nintendo was the first heavy-hitter to officially announce its departure, closely followed by Sega, Sony, and everyone else. A few scattered third-parties may still show up, but only to take product orders without showing anything.

What this means is that our industry will now only have one big US party each year, with each company holding onto its plans a little longer. Don't worry, though — your pals here at **GAME PLAYERS** are hard at work keeping you up to date on the latest developments so you won't miss a beat.

Everyone wants to know — 'what's up with Capcom?' Once the biggest developer on the block, the former giant lost its grip on the industry after failing to keep up with its own quality standards and dropping the ball with the *Street Fighter* series. Now, a humbled and severely restructured Capcom is trying to battle back

against hard times, bad luck, and seemingly impossible odds. After selling the rights to the *Street Fighter: The Movie* game to Acclaim (which is where *X-Men* for the

PlayStation and Saturn is rumored to have gone as well), Capcom still seems to have amassed a

decent lineup for the remainder of the year (more of the same, but decent nonetheless). As for *Street Fighter 3*, the game that could've arguably helped Capcom avoid this whole mess, the game is still rumored to be 'in the works' — right where it's been since SF2.

Capcom's Fall Console Lineup

Sega Saturn

<i>For Hunt</i>	Now/Dec
<i>Dungeons and Dragons: Tower of Doom</i>	Nov
<i>Incredible Twins</i>	Dec
<i>Night Warriors: DarkStalkers' Revenge</i>	Dec
<i>Street Fighter Legends</i>	Jan

PlayStation

<i>For Hunt</i>	Now
<i>Dungeons and Dragons: Tower of Doom</i>	Nov
<i>Dark Stalkers: The Night Warriors</i>	Nov
<i>Incredible Twins</i>	Dec
<i>Street Fighter Legends</i>	Jan
<i>Bio-Hazard (working title)</i>	Q1 '96

Super NES

<i>Captain Commando</i>	Aug
<i>Mega Man 7</i>	Aug
<i>Breath of Fire 2</i>	Nov
<i>Mega Man X3</i>	Nov
<i>Final Fight 3</i>	Nov
<i>Marvel Super Heroes: Thanos' Quest</i>	Q1 '96

Dracula



The Hunt Continues



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GAME GOSSIP



After a few hot days in the sun, our gossip smells like our sources — stinky and full of crap. Well, what do you expect? We get most of the this stuff in the corporate washroom, while disguised as a towelboy...



JAGUAR One Sneaky Ol' Cat

An unnamed third-party is rumored to have a Web Browser in development for the Jaguar for a possible surprise holiday release. Atari is said to be working on a keyboard, a modem and storage device — items essential for Web surfing. • *Fight For Life* was canceled, but is now being reworked instead for a far-future release. In the meantime, don't be surprised if *Wrestle Fighter* makes its way to Jaguar as the first in a six-title cross-over deal that Atari and Sega worked out in a patent settlement earlier this year.

Sony: Still Anyone's Guess

The suits at Sony CE of Japan vetoed the US PlayStation's 'Polygon Man' ad campaign, and have reportedly been at odds with Sony CE of America over name changes, price drops and controller design. • When you finally lay your hands on a PlayStation, expect to see a 'slimmed-down' version of the machine missing the S-Video port and a few other odd bits. A third, even cheaper revision is also in the works, and should be released soon after the initial US launch. The main difference with this one is said to be cheaper RAM. • A lower price of \$199 is also being whispered about (many retail-

ers are already offering 'swap' deals — trade in your old games for the \$199 price). • The US PlayStation will sport slightly larger controllers with longer cords and a possibly slightly different directional pad. • Rumors persist that MK3 may be offered in a special PlayStation bundle pack. It's doubtful, but may be an option at individual retail outlets. • Sony also has a third-party working on internet access for the PlayStation, although details for this gem are tricky to come by. Don't be surprised, though, if you see this one sooner than later.



Can it possibly be true? Will *Mortal Kombat 3* actually be bundled in with the PlayStation? While rumors persist, finding the truth could be tougher than surviving in the Outworld!!!

Does Even Nintendo Know?

So it seems Nintendo WILL unveil the Ultra 64 at the November Shoshinko Show in Japan after all. Playable titles that will be appearing on the show floor are *Pinotwings 2*, *Killer Instinct* and *Turok: Dinosaur Hunter*. • Other Ultra tidbits include a rumor that many companies, including Nintendo's own Rare Ltd., are unsatisfied with programming for the Ultra 64. It's incredibly hard, and will take a while for most



developers to get the hang of. • Square is said to have developed a 'Mario RPG' for Nintendo to publish for the holidays. The new Mario game, along with Nintendo's other big year-end titles, could possibly push back the Japanese release of the Ultra Famicom, which was previously scheduled for a December 1st release. • Look for Playmates to become an Ultra 64 licensee. The company's first project is said to be set in a dark, *Blade Runner*-type setting, with polygon-based action. • A source at Square says 'Square is coming out with a new more-powerful FF game (for the Ultra 64). Square Soft is not going to stop with the Ultra FF game. About four more are in the works (at least two for the Ultra 64)'. Other rumors state that the Ultra version of FF was simply going to be a revamp of a 16-bit version that Square of Japan had nearly finished, and that the company decided to go ahead and release the 16-bit game and start from scratch on the U64 title. • Super NES woes: *Starfox 2* keeps getting pushed back, and *Comanche* may not be released at all. This after Nintendo dropped the sad *FX Fighter* from its holiday lineup (GTE may still release the game on its own). • A new *Zelda* game is rumored to be in the works



for the Ultra 64 as well as the Super NES. A NDA spokesperson hints, 'A new *Zelda* game is always in the works at Nintendo'. Some rumors say that the Super NES version will be SG rendered, and could either be a brand-new adventure or a type of *Zelda All-Stars* compilation of previous games. • Look for Ultra 64 *Doom* to feature new enemies, new levels, new textures, and new music. Look for it to be extra-bloody. When asked if Nintendo would be toning down Ultra *Doom*, Jay Wilbur of id software replied 'id will not allow censorship'. Jay also stated that the monsters will be '3-D scans of character models for a true 3-D implementation'. • Nintendo has reportedly scrapped all plans for the long-rumored Ultra 64 CD-ROM drive in favor of a magnetic optical storage drive, which could release as early as mid '96. Nintendo said the format would be able to hold 120 megabytes (as opposed to 600+ megabytes on CD), and will have eight-times faster access than CD-ROM.

Sega Bulking Up For Battle



Three words: Digital Video Disc. It's a new CD standard that could bring laser disc quality (or better) video and audio to a 5-inch CD. Sega has agreed to back the Toshiba/Triple Warner-proposed standard, while Sony is developing a competing standard with Philips that will reportedly be used in the second version of the PlayStation a couple years from now. Nintendo, however, still refuses to accept CDs as a viable videogame medium and has decided to take a wait to see just what happens with DVD. • Normad, Sega's Genesis-compatible 16-bit handheld, is rumored to be hitting in limited release this Christmas, featuring a 3" LCD color screen. • Sega Rally and Virtua Striker are both being converted for the Saturn, with Rally a possible holiday release. • Virtua Daps is coming for 32X. • A new group at AM2 is passing the time between Virtua Fighters by

working on a Virtua-type game called Fighting Vipers. • Sega and Lockheed Martin (the company that resubmitted the Model 2-contributor Martin Marietta and Lockheed Aerospace) are working on the new board for Virtua Fighter 3.



Virtua Fighter: new board on board?

Another rumor says that the board is a PowerPC-based version of their arcade board. Anyway, the new hardware configuration is able to be able to juggle somewhere over 750,000 high-resolution texture-mapped polygons per second, and features a new 3-D audio processor among other neat features. • Sega of Japan is currently working on Saturn 2, a slightly beefed-up version of the normal Saturn to battle back against the PlayStation in Japan, where Saturn sales have reportedly dropped since the initial Virtua Fighter frenzy. • Elemental Champions for Saturn has been postponed in favor of a bigger world-wide push of the Virtua Fighter series. Expect EC to resurface sometime in '96. • A new Sonic game (actually featuring Sonic!) is in the works for both Saturn and 32X for '96. • Virtua Fighter gets a cartoon next year. • Official Sega line on Saturn price reduction:

'At this point we are not planning any price reductions... but with any technology that comes to the market, with time the price will fall, when demand and volume increases.' Still, many sources say that Sega has a sneaky plan to drop the price when the PlayStation is released. • Following similar Sega partnerships with JVC and Hitachi in Japan, expect to see a Panasonic Saturn machine here in the US sometime in '96. • Sega Rally should improve greatly on Daytona with more polygons and less drop out, using the same new programming that makes VF2 so much better than VF1. • Playmates (who originally had the US rights to Takara's Toshinden) is supposedly inking a deal to bring the 3-D brawler to Saturn, with Sega as publisher. Playmates is also said to have finally secured the US rights to Toshinden 2 for both a PlayStation and Saturn release next year.

Bits and Bytes

Hudson Soft is changing directions, focusing more on the next-gen systems. They've given over Panic Bomber and Vertical Force to Nintendo, and the company may cancel Super Bomber Man 3 for Super NES. • THQ is revamping their Akira games for release mid to late next year alongside a new live-action movie and cartoon series, and will reportedly be the company's biggest games ever. Development is said to be taking place in Japan, with an

Ultra 64 version rumored as well. • Interplay's VR Sports division is currently wrapping up VR Baseball '95 for Saturn and PlayStation, with VR

Hockey and Basketball next on the list. After that expect a football game, with other sports like soccer and tennis down the line. Also look for the VR Sports line to sign some big names from the sports world as gameplay consultants. • Ubi Soft, hot on the heels of Rayman, will unleash a "bizarre" racing game for Saturn and PlayStation around mid-next

year. As good as Rayman looks, the racing game's graphics are said to be far, far superior. • Take the hard action of Contra and toss in the video game antics of Earthworm Jim and you've got Capcom's next 'major' platform project: Major Damage, a side-scrolling, character-based shooter with humor for release on Saturn and PlayStation in spring '96. Players will be able to fire into the background and foreground, and the characters (think big-headed puppets) will boast incredible animations. • Along with the Street Fighter: The Movie games, Acclaim is said to have snagged the distribution rights to Capcom's X-Men as well in a deal that will help Capcom restructure (rumors persist that Street Fighter 3 is in development for '96, and could either save or bury the sinking giant). • 3DO's in-house lineup for M2 includes an action/adventure RPG, an F-1 racing sim, and an SGI-rendered baseball game. Also look for Interplay's M2-exclusive ClayFighter 3 and Take 2's Ironblood, an AD&D fighting game.



Super Bomberman 3: cancelled for the Super NES?

Will Rayman be replaced by 'Roceman'?



NAMCO Gets Busy

Look for Namco to enter the sports market with an NBA 5-on-5 basketball game. The developers look footage of the top players and modeled all of their shots, dunks and other moves to look exactly like their real-life counterparts. It should hit PlayStation mid-next year. Also, a Namco baseball game is in the works. • Rave Racer and Cyber Cycles are also on their way to PlayStation. • Look for an arcade conversion of Ace Driver to become Namco's first Ultra 64-exclusive title. • Namco's 'Toshinden'-busting 3-D sword-fighting game is due out in arcades late this year, with a PlayStation version targeted around a June/July '96 release. The action is said to be 'more physical and less magical' than Toshinden.

CHAPTER

















HIT LISTS



Here we go again! Our accounting office, buried somewhere deep in the bowels of the **GAME PLAYERS** building, has somehow managed to come up with your Top Ten favorite games. We also have a new winner this month. He is **Cory Soriat**, of **Addis, LA!** His **Mystery Prize** is on the way! Yours could be, too. Send in your top five favorite games. You could see your name here next month!!!

OUR READER'S TOP TEN

Based on our reader mail!

- | | | |
|--|--|--|
| 
 | Donkey Kong Country
Super NES
Nintendo | 
 |
| 
 | NBA Jam TE
Super NES
Acclaim | 
 |
| 
 | Killer Instinct
Arcade
Nintendo | 
 |
| 
 | Earthworm Jim
Super NES/Gen
Playmates | 
 |
| 
 | Mortal Kombat II
Super NES
Acclaim | 
 |
| 
 | Final Fantasy III
Super NES
Square Soft | |
| | Doom
32X
Sega | |
| | Virtua Fighter
Saturn
Sega | |
| | Secret of Mana
Super NES
Square Soft | |
| | Sonic & Knuckles
Genesis
Sega | |

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

GAME	SYSTEM	PUBLISHER
1 Virtua Fighter Remix	Saturn	Sega
2 Loaded	PlayStation	Interplay
3 Wipeout	PlayStation	Psygnosis
4 Destruction Derby	PlayStation	Psygnosis
5 Tekken 2	Arcade	Namco
6 Chrono Trigger	Super NES	Square
7 Virtua Fighter	32X	Sega
8 Rave Racer	Arcade	Namco
9 Rigford Saga	Saturn	Sega
10 Clockwork Knight 2	Saturn	Sega

TOP TEN FROM THE U.K.

GAME	SYSTEM	PUBLISHER
1 Theme Park	Genesis	Electronic Arts
2 FIFA Soccer '95	Genesis	Electronic Arts
3 Brian Lara Cricket	Genesis	Code Master
4 PGA Tour Golf 3	Genesis	Electronic Arts
5 Street Racer	Genesis	Ubi Soft
6 Zelda — Link's Awakening	Game Boy	Nintendo
7 Super Int'l Cricket	Super NES	Nintendo
8 Super Bomberman 2	Super NES	Nintendo
9 Super Street Fighter 2	Genesis	Sega
10 Road Rash 3	Genesis	Electronic Arts

TOP TEN FROM JAPAN

GAME	SYSTEM	PUBLISHER
1 Arc The Lad	PlayStation	Sony CE
2 Ace Combat	PlayStation	Namco
3 Mobile Suit Gundam	PlayStation	Bandai
4 Aquanaut's Holiday	PlayStation	Arctink
5 Tekken	PlayStation	Namco
6 Sim City 2000	S. Famicom	Nintendo
7 Super Bomberman 3	S. Famicom	Hudson Soft
8 Dearanagurhusa	S. Famicom	Masaya
9 Baylona USA	Saturn	Sega
10 Chrono Trigger	S. Famicom	Square

WRITE IN AND WIN A GAME!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, we'll pick a random drawing, so include the game system you want! Send your postcard to: Write Your Own Damn List, Game Players, 1350 Old Bayshore Highway, Suite 2714, Dominguez, CA 94014. We'll do all the math and publish your compiled list every month! So get on it and write your own damn list!

GAME GEAR

PHANTOM

Time is running out for The Phantom...

And if you let the evil
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DISCOVER TWENTY DIFFERENT ENDINGS.

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Sega Genesis



Sergio Cárdenas



Source: *U.S. Census Bureau, Current Population Reports*.



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IN RELATED NEWS...



Well, here we are again. It's time for us to fess up with all that is cool in non-gaming news; a bit of a heads-up on the real world, if you will. So, this month we've made a special effort to stay on top of what's going on and we believe that we've come up with at least a few things you'll be interested in. We certainly hope so, after all.

Knee-Deep in the Literature?



Some fine literature for those who don't like fine literature.

Well, you've explored every nook and cranny of the mazes, you've cut your enemies in half with a chainsaw, and you've blasted shotgun holes in everyone that dared oppose you, but have you read the book? That's right, inspired by the computer game phenomenon, *Doom*, we now have two novels that tell the gruesome tales that you love to hear. It is, of course, doubtful that either *'Doom, Hell On Earth'* or *'Doom, The Final Cut'* are going to go down in the books as any kind of classic literature, but, that doesn't mean they aren't a fun read. Authored by Daryld ab Hugland and Brad Linaweaver, the two novels are more than likely only the beginning, since it is already being suggested that a major motion picture is next in line. Keep your shotgun loaded and near by.

Cool Comics From America?

With the wealth of cool comics coming from Japan it's easy to forget about all the talented comic artists and writers here in the US, but let's face it — that's just not smart.

THE X-FILES LINE

By now, you've undoubtedly seen the show, and whether you're a devoted fan or not, it's impossible to question the dramatic effect this show has had on the American viewing public. Now, for all those X-File maniacs, there is a series of comics from Topps Comics just waiting to satisfy your mid-week pines for Mulder and Scully. As a side note, it's also rumored that the value of these particular comics is rising very quickly, so we suggest you hurry up and start tracking down those missing issues.

HATE

Peter Bag has been venting his frustrations through his comic series, *HATE*, for years, and until now his readers have been able to enjoy that special kind of underground bliss that only comes from loving something that no one else knows about. Well, with other similar comics moving more into the mainstream it seems doubtful that the lid will be staying on for much longer. The key point is, however, that even if everyone in the world knew about this comic, it would still be funny as hell. So, if you hurry-up and find it, you can not only have a good laugh, but you can still be cool for reading an underground comic. Otherwise, you'll just be another joinin'-come-lately reader.



Musical Pick of the Month

Since the very first 'In Related News' column we have been trying to do our best to keep you up to date on cool new music, and this month we have finally decided to go all out and simply have a Pick of the Month. From here on out, this is where you will be able to look to find at least one new album that we believe wholeheartedly is worth checking out. The

Fandub is available now at your favorite record store.

albums you find here might not be from artists you know, but then again what's the point of telling you to buy stuff you're already going to buy. So, the point is, if you're feeling adventurous and you're looking for something new to listen to you can always try our pick of the month.

Teenage Fanclub 'Grand Prix'

This month's pick is Giffen's Teenage Fanclub. These guys released an album a few years back called *Bandwagonesque* and seemed at that time to be on the verge of real success, but alas the album never quite caught on beyond the MTV 120 Minutes crowd, but now that the demand for modern rock is so high it seems likely that the band's newest release, *Grand Prix*, is going to be the one that puts them on the alternative map.

The overall sound is a bit on the poppy side, with some really nice harmonies to boot, but it's difficult to call them an all-out pop band. They certainly have all the hooks and catchy riffs that make all the great pop bands great, but there's something more here. Whether it's the lyrics, song structures or something else entirely I'm not sure, but there is definitely something in the songs on *Grand Prix* that make Teenage Fanclub somehow more important than most pop bands. Check it out as soon as possible.

More Trading Cards

Fleer has, undoubtedly, established itself as the premiere trading card manufacturer of the modern world. This month they've checked in with a couple new lines of trading cards.

MTV CARDS?

A long time ago when MTV just played Music

Videos, the only thing

Fleer could have possibly cashed-in on would be VJ trading cards. It's doubtful that anyone would have gone too crazy over Nina Blackwood and JJ Jackson cards. But now, MTV has an entire list of animated series to be licensed off on trading cards! All you fans of *The Maxx*, *The Brothers Grunt* and, of course, *Beavis and Butt-Head* now have a way to take the fun home with you. The new MTV Animation series from Fleer features all of the MTV series in the bright, bold fashion that we have come to expect from the leader in the trading card industry.



BABYLON 5

Babylon 5 now has their own line of trading cards! Now you can have a little piece of the show right in your hot little hands.



Trading cards from MTV and Babylon 5 make it that much easier to love your favorite characters and series.



Mortal Mania

You've played the game, you've seen the movie, now it's time to see the live tour. That's right, all your favorite MK characters are coming to a stage near you. Billed as the first interactive high-tech live show, the MKLive tour will be hitting 200 cities worldwide this Fall. The shows Executive Producers — Larry Kasanoff and Danny Simon — are well known for their experience with such Hollywood titles as *True Lies*, *Terminator 2* and *Platoon*. The Live Tour promises to showcase the best in mortal arts for all those hungry MK fans. Check your local listings for the venue nearest you.



Mortal Kombat: the live show? Where will it end? Next up, Mortal Kombat, the crunch but deadly breakfast cereal.

Mortal Kombat: the live show? Where will it end? Next up, Mortal Kombat, the crunch but deadly breakfast cereal.

GOODIES

IT'S ACTUALLY A ROLE-PLAYING GAME.

TODAY YOU'LL BE PLAYING THE



PREVIEWS

Once again, we break the old crystal ball... Ooops, I mean we break OUT the old crystal ball and take a look at the games that are on the way to a video game store near you! Look, the ball is clearing! Oh my Gawd!!!



LOADED

Interplay for PlayStation

Upping the ante in the gore sweepstakes, Interplay comes charging out with possibly the bloodiest title of the year. Set in a bizarre galaxy in the far future, you can choose from among eight 'behaviorally unsound' characters, framed and sent to prison. Your first task is to bust out of there, then head across space to find who set you up and make 'em pay off.

The action is fast and intense. Each character comes with his or her own set of really, REALLY big guns, each guaranteed to effectively splatter the walls with the body parts of your hapless victims.

The playable demo we received was enough to set the entire **GAME PLAYERS** staff to giggling like madmen at their desks.

The final game features twelve levels, a mystery to solve, a two-player mode, and character designs by Judge Dredd and 2000AD fame. I think you can count on this one being a twisted, thoroughly enjoyable splatterfest. Wow!

What a Bunch of Characters

With designs by Judge Dredd artist Greg Staples, you know this ain't all sweetness and light.



Each of the game's eight characters has the tools, and the talent, to plow through the dozens of little meaty obstacles this game puts in their path.

Cop 'N Hands

The galaxy's most despised pirate. His head is the only part that's left from his original body. The rest is cyborg replacements — a little outdated in design, but he likes the noises they make.

Mamma

Abandoned as a baby at one of the galaxy's busiest starports, nobody paid him any attention. He grew up with no education, knowledge of manners, or even basic hygiene skills. The only thing that keeps him going is the constant repetition of the word, 'Mamma'.



Fun Stuff

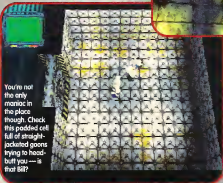
There's hidden stuff, some puns to find, and a host of all kinds and lots of stuff that blows up real good.



Heh-heh, sometimes in my way, can take care of them — mist in fact pretty much all of the stuff you can do as a character is completely customizable.

The Big Bust Out

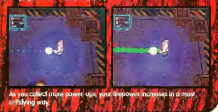
Sombody put you in prison, and this time it's for something you didn't do. Geez, some days it just doesn't pay to get outta bed.



You're not the only maniac in the place though. Check this padded cell full of straight-jacketed goons trying to head-butt you — is that still?



What? Look her! — Sombody is P's key and lying around. — Her pick that up.



As you collect more power-ups, your firepower increases in a more satisfying way.



The guards in the prison seem to have a sense of humor. They keep yelling 'Freeze!'



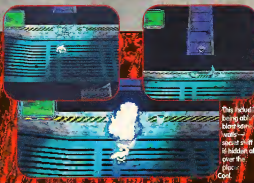
'Freeze', my hiney! Watto ya think this is, Skanky and Hutch? Have a taste of my big blue blaster, ya lousy screw!

Bonnes

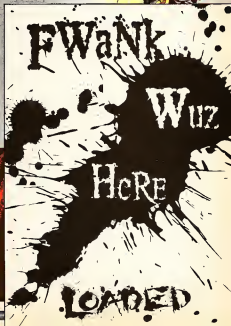
Stupid but very well dressed, Bounce's main goal in life is, 'Slappin' some gezza around a bit.' He's been everywhere, and seen more than almost anyone else alive. Trouble is, he just doesn't care.



The 3-D cinematic view is adjustable. You can zoom in or out on the action depending on how much of the ass you feel like seeing, or how close to the meat of the whole thing you want to get.



This industrial-grade anti-blast sensor walls — a special shift is hidden all over the place. Cool.





Vex — A woman who can kill with a single word. Her weapon was developed by the Gabbit Monks, an order who take a vow never to shut up, and amplify their voices as much as possible. She took it to the extreme, developing a sonic blaster channelled through her own voicebox.

Butch

The most dangerous cross-dresser in the known universe. He didn't plan it that way, but every time he escapes he grabs the first item of clothing he finds — by a bizarre coincidence, it just always happens to be a dress. Nobody ever questions his fashion choices, though. Nobody alive, that is.



Let's Make a Mess

Folks not only blow up real good, but they spatter real good, too! Yeees-haw!!!



"I know, the one problem I really have with this game is that it isn't, well, more violent. It's just so... laid back. I'm not really into all this 'rainbows and butterflies' crap..."



Then again, maybe it's not too bad. I suppose it's all in how you look at it.

Frank

A pure psychopath, Frank doesn't care much about his fellow life forms, seeing them as little more than toys, or worse, cardboard targets at a fairground shooting gallery. Identity unknown, all he really cares about is his teddy.



CYBERSPEED

Mindscape for Playstation



There seems to be no powerful lot of racing with shooting games in the masses these days, and everybody wants to get into the 3D. No, the game's fastest offering is a bit different from the rest — a wide selection of beverages race around a track, and everybody wants to get into the 3D.



I don't know what kind of a future this is let in, but the game is constantly breaking in with comical messages. Hey, it gives you a chance to head to the bathroom between stages.



order to keep up speed, you've got to stay low in the curves. There's no way to hit

there are currently eight different races and vehicles you can choose from, and all eight have different design, speed and weapon loads.

hit the track, but there are plenty of other obstacles to worry about, including other drivers trying to blast you from behind. The music is very cool, and they've neatly avoided the polygon draw of probably carefully avoiding your track as you can't see for enough ahead, for a long matter. Only those looking for a bit of a stress time, but the computer game should have about 16 tracks. Shoot in, drive, pin, shoot in, move



VIRTUA FIGHTER 32X

Sega For 32X

Talk about quieting the disbelievers! Sega has managed to push the 32X to limits some (including us) didn't think possible. Virtua Fighter, the nearly two year old Arcade polygon brawler, was packed in with Sega's high-end Saturn, and it seemed like a squeeze with several glitches and a significantly smaller polygon count than the arcade. Now the 32X Virtua Fighter is nearing completion and it looks almost as good as the Saturn version! What's more, it plays exactly the same, and gameplay is what makes VF such a great game.

What the folks at Sega have done is pulled off a miracle of digital compression in the creation of this title. Not only that, there are new features as well. You can choose the color of your character's outfit, anything from pink to crema. There are three new camera angles to fight from: a low-angle, a high-angle, and a bird's eye view. There's a tournament mode for a group of competitors, and a full match replay feature that enables you to see the whole fight again. All of these are features that home games need to have, and ones that certainly should've been included with the Saturn version.

Touche'
Sega didn't pull these features!

Three new angles to choose from give you options that weren't in the Saturn or Arcade versions.

The rules are all fast and action-packed, although the mechanics of moving and getting up and can take some getting used to. Looks mighty cool though.

It's Got It.

32X flexes its muscles.

PLAYER SELECT VS

LAU JACKY

So should you scrap buying the Saturn and just pick up a 32X? No, don't even think about it. Virtua Fighter Remix (see this issue's Hyper-Exciting, Ultra-Visual, 100% Pure Japanese Previews) and Virtua Fighter 2 are coming to the Saturn soon and could never make the 32X. However, if you already own a 32X, get ready for the best 32X game yet.

Set up a tournament with your friends to further lengthen the life of this game.

Set up a tournament with your friends to further lengthen the life of this game.

Set up a tournament with your friends to further lengthen the life of this game.

Get out my way how you want! I'll show you off the most, I swear I will!

Every character is here from the original... as is the popular replay feature.

And most importantly... all the moves are here.

Pick any color scheme for your characters.

Pick any color scheme for your characters.

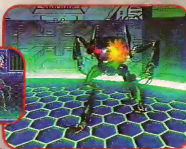
They even let you pick ugly colors like these. Eww! Somebody call the fashion police.

Charles MANSON
Jeffery DAHMER
AL CAPONE
Jack The RIPPER
ALL PUSSIES
LOADED

CRITICOM

Vic Tokai for the PlayStation

All we can really tell you about Criticom is that it sounds pretty cool. The idea is similar to that of Toshinden or V2 in that it will certainly be a 3-D fighting game, but the development team from Kronos will be throwing in a few surprises for us. From what we've seen so far, it will, at the very least, look like a million bucks, and that's not a bad start!



These SGI-rendered images are designed to give an idea of gameplay and game structure. Hopefully the game itself will be able to capture the same spirit.

All screenshots are courtesy of KRONOS DIGITAL ENTERTAINMENT, INC.



With robots like these, who needs a can opener? Or a back scratcher, for that matter. From all appearances, this game is really gonna rock!!!



THE ADVENTURES OF BATMAN AND ROBIN

Sega for Sega CD

What the folks at Sega have done is create a whole new game for the Caped Crusader's CD outing, as well as adding a better soundtrack and some extra animation!

It's Rush Hour in Gotham City and it looks like the Riddler has taken over the Teamster's Union!



TRIPP'D

Panasonic for 3DO

Remember Dr. Robotnik's Mean Bean Machine? Same thing, only different, adding monsters and an extra bean to each object dropping in the field.



Tripp'D brings a few new wrinkles to the old Puyo-Puyo formula.



ROBOTICA

Acclaim for the Saturn

Originally called *Overclocked* in Japan, Robotica is an extremely simple tasking, 3DO-style Saturn game with a futuristic twist. If you've been hoping for that kind of sci-fi come to your Saturn system, the wait might be over. The real question is, however, whether Acclaim can do anything new here to make this one stand out beyond the other sci-fi games that are sure to follow.



The graphics are pretty amazing and the music is just as free.

The futuristic enemies set the mood for the game, but they lack the terror aspect of zombies and other creatures of the night.

If the story line is done as well as the graphics, then this might just be a strong title for the Saturn.

MORTAL KOMBAT 3

Well, since you've been waiting so patiently, we are now 3-D to come to your favorite system. We thought we would do what we could to give you an idea of what you can expect, and the truth is that you've got quite a bit to expect. As you probably already know, the PlayStation version is damn-near arcade perfect, but what you may not know is that the 1-4 versions are further behind. That's right, because we thought we would give you a more than one look at what's coming. For the Super NES and Genesis, and by the way, we think you'll be impressed.



Don't fret, if your favorite moves are here.

Super NES

The backgrounds are nearly as detailed as the arcade version.



The days of Nintendo banning the blood are long gone.

Playstation



If you like the arcade version...



At long last, the fate of Sub-Zero.



Of course, all the characters are here, too.

Genesis



There are a few more colors missing in the Genesis version, but it still looks great.



As with most Genesis games, the action is fast and furious.

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KOLIBRI

Sega for the 32X

These colors and fine graphic touches are unmatched by any other 32X title to date.



With strong titles like Virtua Fighter, Sega is trying to make people believe that the 32X is a machine worth purchasing. They're also hoping that Kolibri, a gorgeous side-scrolling shooter, will have much the same effect. If the gameplay turns out half as exciting as the graphics are, then it just might be able to do it. There is also the question as to how closely this one follows the side-scrolling shooter formula. Hopefully there's some innovative gameplay to go along with the new standards in graphics.

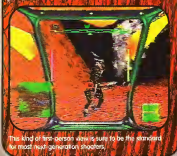


This title could never look this good on the Genesis, but the 32X delivers without any problems at all.

GHEN WAR

Sega for Saturn

When Ghen War first came out, it was a surprise. It was a Sega Saturn title, and it was a side-scroller. We're not sure if it's a surprise or not, but it's a surprise.



This kind of first-person shooter is sure to be the standard for most next-generation shooters.

ULTRA VORTEK

Atari for Jaguar

You should definitely be paying attention to this if you're one of the many soldered souls that sit at home at night with your Atari Jaguar just wondering you could play a game like Mortal Kombat.

While it is rumored that the Mortal Kombat series will be coming to the Jaguar, there will soon be something that should satisfy that need just the same. That right — Ultra Vortek is a very close clone of Mortal Kombat and doesn't need as good a reason as we've seen. So don't despair, help is very near.



The look is of the very vortek, but let's face it, that's what folks want these days.

SPIDERMAN: WEB OF FIRE

Sega For 32X

The web-slinging super-hero is coming to the 32X soon enough. Sega is hoping this next batch of games can make 32X owners forgive and forget the last batch. We'll see.



Spiderman in more side-scrolling action. Get excited if you must.



There is plenty of stuff to be found in Ultra Vortek for all those that like that sort of thing.

MYST

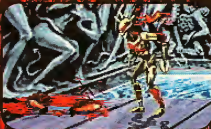
Sun Soft for Saturn

The game that turned Macintosh owners into late-night gaming junkies is coming to the Saturn. Sega's 32-bit machine should have no problem handling this game.

The graphics are unquestionably beautiful in this version—as they are in all versions of *MYST*.



The movies are definitely of a vicious nature and the action is pretty much down and dirty.



Oh, the humanity!

ICEBREAKER

Panasonic for 3DO

A action-puzzle game that lets you... yes, you... become a little red pyramid, best of dice! Way, all the other guys miss together they get you... sound like you? It did to us too.



Icebreaker brings you pyramids of doom—as if we needed more of them.

ESPN EXTREME

Sony Imagesoft For PlayStation

You saw the games, now play them. Sony Imagesoft's first PlayStation release is coming soon and it's near completion. Each and every track looks great! If they can add some more speed, this game could bring back fond memories of Road Rash for 3DO.

Some exotic locations like this make Extreme a nice-looking game.



CYBER SPEEDWAY

Sega for Saturn

Hey! Cyber Speedway, a futuristic racing game, is due any time now. Expect good things from this one.



With stylistic graphics and great play control, this should be an extremely solid title for Sega.

LEMMINGS 3-D

Psygnosis For PlayStation

The stupid little green-haired guys are back, and this time they're polygons. Expect the same addictive gameplay as the first two, with some awesome 3-D graphics. A variety of views, including the view from inside a Lemming, are bound to make this game very interesting.



Their polygon count may have gone way up, but their IQ hasn't.

ZERO DIVIDE

Zoom for PlayStation

It's just like Rise Of The Robots, except that it does it back. Robots battling in a Tashington-type 3-D environment. We are willing to sacrifice B&B to get our hands on a copy of it, hell, we might just sacrifice B&B anyway.

All we have are screenshots, but when screens look this good, it definitely causes some excitement.



BLACKFIRE

Sega for the Saturn

The Sega Army team has been hard at work on a brand new helicopter action game called Blackfire and, from what we've seen so far, this one could be a real success story for Sega. The picture that we have so far of it can't do justice to the issues of control and handling those ships will be worked out by the time they release this good-looking title.

The enemy helicopter pilots look great and make tough little targets.



The 360-degree view is a good way to showcase the 3-D environments of Black Fire.

The rolling hills move in and out of view quite gracefully as compared to other 3-D games we've seen.



Hopefully there's plenty of action like this in the final version.



VIEWPOINT

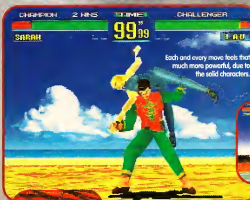
Electronic Arts For PlayStation

The arcade shooter from American Sammy crammed its way onto a Genesis cart (unsuccessfully) last year. Now a PlayStation version is set to make that version look even worse. It's just a 3/4 perspective shooter, but it's looking great.

Fans of the arcade game are going to be happy to see a version of Viewpoint that is beyond arcade-perfect.



JAPANESE PREVIEW



VIRTUA FIGHTER REMIX

Just a few short months ago, the U.S. Sega Saturn was launched with a blocky *Virtua Fighter* as a pack-in. Now the PlayStation is launching with sharp-looking fighting games like *Battle Arena*, *Tohshinden* and *Tekken*, which made the Saturn look like an inferior



machine. However, the guys at AM2 in Japan weren't going to let that happen. They immediately started working on *Virtua Fighter Remix*.

Gone are the flat, boring polygons and the choppy animation. *Virtua Fighter Remix* is a smooth-moving,

beautiful fighting game that just didn't seem possible after the glitchy *Virtua Fighter*.

The characters have all been redone to look just like the VF2 arcade characters. The backgrounds haven't been changed and the gameplay is the same, but the solid characters make each punch and kick that much more satisfying.

In Japan you can buy a Sega Saturn with a *Virtua Fighter Remix* pack-in. This game is definitely coming to the U.S., but in what form Sega isn't sure. It could be a new pack-in or some other special promotion, but any way *Virtua Fighter Remix* comes, it's a great game that gives new hope to the Saturn.



Due to compare the VF that came with the Saturn to Remix—it was a no-contest.



Perhaps the most noticeable graphics are the up-close replays. *Virtua*

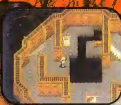


MYSTIC ARC

They're still making RPGs for the Super Famicom in Japan, and this one looks great. With some interesting graphics and the usual odd Japanese storyline, there is hope that this game can make the states sometime soon.



Phantasy Star-type battle interfaces and no fat, lecherous characters.



That is, until you return to the regular screens. Still, there is hope for this one.

POWER INSTINCT 2

The sequel to the excellent first game, this one looks like it will be a real contender in the fighting game genre. It's a shame that it's only available in Japan, but if it ever comes to the states, it will be a real contender.

A really good fighting game with a lot of different moves and a great story.



The graphics on this PlayStation version look just as good, if not better, than the arcade.

Y-TENNIS



Honestly this is going to play out as good as it looks.

It's a really good tennis game. It's a really good tennis game. It's a really good tennis game.



That's all this game, look out, look out for a while.

VF2

More pictures from the most hotly-anticipated game in Japan. After seeing how VF Remix looked and played, we are believers and getting a bit excited ourselves.



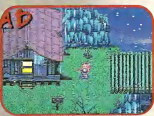
Well, and then, of course, the only way to know if it's looking good.

ARC THE LAD

Here's a PlayStation RPG that looks and sounds great, has a decent battle interface and no English. A translation of this game for the U.S. would be great and should be expected.



Short, fat-headed RPG characters are still the norm, but some real nice visual tricks like this make a difference.



Talking to characters is fundamental in RPG games. Unfortunately, these characters speak only Japanese.

GUNDAM

Outdoors Doom with decent graphics and seemingly endless levels. This robot combat game is bound to come over and bring it's mostly repetitive gameplay with it.



Look, you can knock someone on their ass! That's always fun, right?

Graphics aren't much better than OK, which is always disappointing on a next-gen system.



HERMIE HOPPERHEAD

Here's a game that looks like it's going to be a real contender in the fighting game genre. It's a shame that it's only available in Japan, but if it ever comes to the states, it will be a real contender.



The graphics look like they're not too bad, but it's a shame that it's only available in Japan.



Herbie's a little bit like the old one, but it's a shame that it's only available in Japan.

The Fur's Gonna Fly.



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SUPER NINTENDO



HUDSON SOFT

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If you piled up all the games we've reviewed in the last year, they would make a really tall stack. Then, if we put these games on top of that, we could all run screaming as the tower collapsed! Real fun, huh?



THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO

While this isn't the funnest part of a review, it's probably the part with the most info... huh?

REVIEWER

Half man and half Amazon river snake, this guy is all business when it comes to reviews, or eating small mammals that fall in the water.

OPINION

While this isn't the funnest part of a review, it is the most opinionated... Now cut that out!

The Rocket Science:

Each category of our scoring basis is given "weight" — the higher the weight, the more important the category. We multiply each category's score by the weight, and then up and down the ladder by 10, which is the total of all the weights combined. The resulting number is multiplied by 10 to give you the final score for the game.

Graphics:

Weighted by a factor of two.

Music & Sound FX:

Weighted by a factor of one.

Innovation:

Weighted by a factor of one.

Gameplay:

Weighted by a factor of eight.

Replay Value:

Weighted by a factor of 10.

SCORE

While this is sometimes the funnest part of a review, it doesn't eat small mammals!

100% Flawless
60% Good

90% Excellent
50% So-So

75% Very Good
30% Total Crap!!!

SUPER NES

It's time to get off the mat, and back in the ring! This is the most exciting fighting game in the series, and it's the most exciting fighting game in the series. It's the most exciting fighting game in the series, and it's the most exciting fighting game in the series.

DOOM

It's time to get off the mat, and back in the ring! This is the most exciting fighting game in the series, and it's the most exciting fighting game in the series. It's the most exciting fighting game in the series, and it's the most exciting fighting game in the series.

6 All the excitement of the original, but with a new twist. It's the most exciting fighting game in the series, and it's the most exciting fighting game in the series.

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74% FAVORABLE GP RATINGS

SUPER NES

GAME / action
PLAYERS / 1
SIZE / 16 MBs
SAVE FEATURE / password
PUBLISHED BY / Capcom
DEVELOPER / Capcom
AVAILABLE / now
PRICE / \$59.99



If he had a date for every *Mega Man* game ever made, Mike Salmon could stop taking his little sister to high school dances, not to mention Inspiration Point.

NEVER ENDING STORY

Seventeen times and poor Old Mega Man still can't finish off Dr. Wily.



You captured Dr. Wily in *Mega Man X*, so that's the last of him, right?

You just know there was a loophole. Wily is back again.

MEGA TOYS

Just like in every *Mega Man* game, the little robot gets a new weapon each time he defeats a boss. Then you have to figure out which weapon works best on which boss, and so on... and so on...



Defeat a boss and Dr. Light gives you insight on your new weapon.



Keep working your way through this game and you can have a collection of weapons like this.



MEGA MAN VII

This whole mega mess started back on the old 8-bit NES with *Mega Man 1-6*. Then, when the Super NES came out, *Mega Man* jumped to X, and then X2. In between those were five Game Boy titles, two PC ports, and *Mega Man Soccer*. Now 17 *Mega Man* titles later, they're back at seven. This is the same company that couldn't count to three in the *Street Fighter* series (I'd hate to see their accounting reports).

The *Mega Man* series is known for being the same game repackaged and given a new number. The X series on the Super NES added some graphical and play enhancements over the NES, which gave the series a boost of life. However, with *Mega Man X*, they've gone back to the NES series and graphics. The old blue robot suit is back, as are the blockier graphics and slightly slower gameplay. Don't get me wrong, this game is still on par with the *Mega Man* series. There are the usual eight boss worlds, three confrontations with that slippery Dr. Wily, and the usual corny dialogue. The game is a challenge of the mind and the reflexes, which is why the *Mega Man* series is so popular. The now classic 'defeat-a-boss-and-use-his-weapon-on-the-next-boss' gameplay is back and it's still fun. There's a ton of nifty mega gadgets and more bosses and mini-bosses than you can shake a stick at.

Fans of the series might as well fork down the cash for the 1 1/2th helping of *Mega Man*, just to say they've played 'em all. However, if you are strictly a *Mega Man X* fan, then you're going to be slightly disappointed with the graphics and gameplay. This may be the same game that was on the NES a couple years ago, but it's still a ton of fun and appreciably better than most of the other Super NES games coming out. Now if they would just get to *Mega Man XXXX GP*.



Different colored suits and weapons range from a junk shield to a lightning blast to an odd bubble blower.

BOSS MAN

Every boss ends with Man, from Cloud Man to Freeze Man to Burst Man. And each boss takes strategy, skill, and the right weapon (hint: start with Cloud Man, then go to Junk Man).



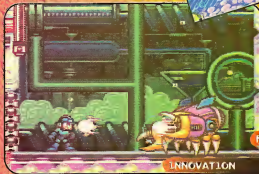
At the start of the game, you have a choice of four bosses. Doing them in the right order is the only way to win.



Cloud Man's wind bursts and lightning bolts make him tough, but with a quick finger and a lot of sliding, he can be beat with no special weapons.



Get the lightning bolt from Cloud Man and take on Junk Man. Slide under him and blast him over and over, until you win. Each boss is the same way: with the right weapon and a pattern, it's no problem.



INNOVATION

GAMEPLAY

REPLAY VALUE

- Tough game that any Mega Man fan is going to play until they're done.
- Not the best Mega Man game, and not one for rookies.

- Mega Man always plays good—tough, but good.
- It's a little slower than X or X2.

- Innovation has been gone from this series for quite some time.
- I mean a really, really long time.

A SECOND OPINION

As the oldest Mega Man fan in the bunch, I tried and tried to convince the guys that this game was actually better than they thought. But when I read Mike's review, I can't help but agree. Whereas before I considered myself a loyal Mega Man fan, now I feel more like Capcom's sucker. They've probably got a machine that cranks these things out by now. When are we going to see an exciting new Mega Man game instead of the same old leftovers? Many of the things that I loved the earlier versions for are still here, but they get more diluted each time — Chris



GRAPHICS

MUSIC & SOUND FX

- Sound FX are on par with the rest of the Mega Man games.
- The music is even more annoying than Weezer.

- Sure looks like a Mega Man game.
- The 8-bit Mega Man, that is.

68%
OVERALL GP RATING

SATURN

GENRE / RPG
PLAYERS / 1
KUT / 10
SAVE FEATURE / multiple load
PUBLISHER / Albus Software
DEVELOPER / Y&F Soft
AVAILABLE / now
PRICE / \$49.99



Existing only on roots and berries, Patrick Bergatta wandered through endless stretches of forests. It seems that being a vegetarian CAN be helpful, after all.

00:13:37 Score: 80000150
8427260



Landmarks such as this not only play a part in the story-line, but they also help to break-up the monotony of the landscape.



As in all RPGs, if something looks important, it probably is or is gonna be at some point during the game.



7

GRAPHICS

- Some of the environments look great
- The character animations are extremely stiff and awkward.

7

MUSIC & SOUND FX

- Nice cinematic music and effects.
- The sound effects are very redundant.

8

INNOVATION

- This truly is the first 3-D polygonal RPG.
- The action aspect of the game is definitely run-of-the-mill.

7

GAMEPLAY

- The map feature makes exploration a painless experience.
- The 3-D approach sometimes gets in the way of the action.

7

REPLAY VALUE

- The 'Create World' feature almost makes this a new game every time.
- The game play is the same every time.

VIRTUAL HYDLIDE

So far, we've seen sports titles make huge jumps on the new 32-bit systems. The same is true about side-scrolling action games, shooters, and fighting games. But what about the RPG? Well, if Albus has anything to do with it, Virtual Hydlide is gonna set the new standard for next generation RPGs. The question is what kind of standard have they set?

What may seem like just another innocent shade tree from a distance could prove to be deadly up close.

From the very beginning it's obvious that the graphics play a big part in the make-up of this game. Unfortunately, when put into motion, the game's 3-D approach is somewhat awkward-looking and distracting. The beauty of this approach, however, is in the limitless possibilities of environments. Boasting the ability to play a different world every time is probably not too far from the truth.

The gameplay boils down to a great deal of exploring and fighting.

Since this game is not meant to be strictly an RPG, there is a justified expectation that the action is gonna be fulfilling, but once again the 3-D approach is more of a hindrance than anything else.

Virtual Hydlide does many things extremely well and it does manage to submerge you into the story, but in the end it just seems like this game wasn't quite ready. Maybe the sequel will make a better showing. GP

Maps and Pointers

In a game as large as Virtual Hydlide, it would be near impossible to find your way from one objective to the next without a little bit of guidance.

The first thing to do is check the map for high-lighted areas.



Following the pointer gets you where you need to be as efficiently as possible.



The game helps you with directions, but it's not going to fight your battles for you.

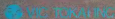
71%
OVERALL GP RATING

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PlayStation

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GENESIS

GENRE / action
PLAYERS / 1
SIZE / 16 MBs
SAVE FEATURE / password
PUBLISHER / Sony
DEVELOPER / Mega Technical Institute
AVAILABLE / now
PRICE / \$39.99



He came back from Mexico with amoebic dysentery, so we assumed Mike Salmon would run at a chance to push this review out.



Attack by spitting at your enemies, or extending a pseudopod out to get them.



Finally, a game about a single-celled, amoeba-like creature has made its way home! Hey, let's give the guys at Sega Technical Institute some credit! Between this game and Comix Zone, they're putting out some very different games.

In *The Ooze*, you are the ooze and as the ooze you must use your ooze capabilities to ooze around the playing field and try not to lose. Your attacks include spitting and extending your pseudopods out at enemies. This odd premise actually allows for some very different gameplay. Unfortunately, in the case of *The Ooze*, either it doesn't mean better. After the originality wears off, the game becomes

quite blah. The spitting and toilet flushing sound FX are great and the music is good until you realize it's the same song over and over again.

The Ooze may not be the best game around, but at least it's something different and that should be applauded. GP

After figuring out all the nuances of controlling a blob, this game starts to get real repetitive.



Once you defeat an enemy, you suck him up into your blob and grow.



7 GRAPHICS

9 MUSIC & SOUND

9 INNOVATION

6 GAMEPLAY

6 REPLAY VALUE

OVERALL 64%

32X

review

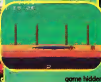
32X

GENRE / action
EUROBS / 1
SIZE / 32 MBs
SAVE FEATURE / none
PUBLISHER / Activision
DEVELOPER / Activision Software/Zombie VFX
AVAILABLE / now
PRICE / \$69.99



'Run Through The Jungle' always sounded good to Jeff Lundrigan. Then he played this game. Now we can't get him to listen to CCR anymore.

A lot of the traps and ticks found in the original 2600 game crop up in 'new' and 'improved' versions in this game—big deal.

PITFALL:
THE MAYAN ADVENTURE

Here it is again. We reviewed Pitfall back in December of last year, and it just keeps coming back. This game breaks absolutely no new ground. Way too easy in some parts, way too difficult in others, there's little here you haven't seen before, and done better. For the record, the 32X version includes the extra levels found in the Sega CD version, and appears to have the same graphics as the Super NES version. The animation is noticeably choppy, and it doesn't control quite as well either. If you already own a version of this, you don't need this one, and if you don't own it, you still don't need this one. GP

The graphics are roughly the same quality as the Super NES version, although the animation doesn't seem as good.



The old 2600 game is still buried, hidden for you to find. Decide for yourself which you like better—the game, or the game hidden in the game.

7 GRAPHICS

7 MUSIC & SOUND

4 INNOVATION

7 GAMEPLAY

5 REPLAY VALUE

OVERALL 62%

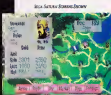
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SUPER NES

GENRE / action

PLAYERS / 1

SIZE / 16 MB

SAVE FEATURE / none

PUBLISHER / Williams Entertainment

DEVELOPER / Sculptured Software

AVAILABLE / now

PRICE / \$69.99



"They're coming after me!", Jeff Lundrigan screamed, running down the halls with a shotgun in his hand. But this wasn't a game—it was just another day at the office...

OK, does everyone see the problem? To squeeze it down to the 16-bit, 3.65 Mhz processing of the Super NES, something had to go—so all the detail disappeared.



Whether you can see 'em or not, there ARE enemies somewhere in this picture—I don't waste shots at empty air. They're just blending into everything else.

Although, actually, they don't look much better close up.



Of course, the game is pretty complete. I couldn't find a BFG 2000 before sitting down to write this, but there's my trusty chainsaw.

GRAPHICS

6

- These aren't bad, considering how much they've been squeezed.
- Well, actually, they are that bad.

8

MUSIC & SOUND FX

- Oh, the screams!
- The music just ain't that interesting.

7

INNOVATION

- Must have taken some cajones to attempt getting this on 16-bit.
- Hey look, it's ANOTHER version of Doom.

8

GAMEPLAY

- It's still basically pulse-pounding Doom.
- Obscured enemies and imprecise handling make you wanna scream, too.

7

REPLAY VALUE

- Tons of hidden stuff, and plenty of levels.
- I'm starting to realize it CAN get boring after all.

DOOM

Ah, Doom, Doom, Doom. The trendsetter, the benchmark, the game that look over my life, that became THE title to copy for the '90's. On well. The most impressive thing about Doom for Super NES is that there's even a 16-bit version at all. However, that doesn't make it good.

It's a simple case of squeezing ten pounds of, uh, mud into a five pound sack—it just looks ugly. I'll grant you, it's remarkably complete, and it plays pretty well compared to more high-end versions. The designers have managed

to wring a lot of game out of very little horsepower, but the bitmaps on the walls, which are blocky in any version, look positively chaotic in this one. Enemies which are far away blend in almost perfectly with everything else, and the whole game feels as cut down as it obviously is.

Beyond the eyestrain graphics, there are other problems. Control isn't as smooth as it needs to be, and it's mighty easy to get hung up on corners—never a good thing when you're running from a group of limps or demons.

The bottom line is that if you've never played Doom before, and a Super NES is all you've got (and face it, that's what Williams is banking on, and there are a lot of gamers like that out there), then by all means, knock yourself out. Doom is Doom, and you'll have a blast. If you have other options though, think of this as a last resort. GP



And of course, as always for any version of Doom, there's plenty of blood—it's just that this time it's splattering out all square.

74%
OVERALL GP RATING



Lee Janzen



John Diller



Do you want to play against the pros? Or be one?—14 have had their real swings digitized into the game. Strength and weaknesses. Although don't count on too many weaknesses. They are, after all, PGA TOUR pros.

When you play the PGA TOUR, you've got to play the championship courses. The real ones. With even more courses available to add to your tournament repertoire. Don't forget, you're playing from the blue tees.

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PLAYSTATION

TEEN
T

GENRE / fighting

PLAYERS / 1 or 2

SIZE / 1 CD

SAVE FEATURES / memory cards

PUBLISHER / Namco

DEVELOPER / Namco

AVAILABLE / now

PRICE / \$69.99



If anyone knows throw moves, it's Mike Salmon. When his girlfriend throws dishes, he moves!

Since Tekken was the first arcade game to run on Namco's System 11 board, that matches the PlayStation hardware, Namco claimed the home version would be arcade-perfect. They were completely wrong.

The PlayStation version of Tekken is much better than the arcade. The sound is crisper, the graphics cleaner, the controls more responsive, the sub-bosses are all playable with a memory card, and there is a special ending sequence for each character.

Tekken is the best of both worlds, combining the sharp Gears of Steel shading of the Toshinden fighters with the realistic hand-to-hand combat of Virtua Fighter. Each of the eight unique fighters has a vast array of special moves that are dazzling and effective. Each character has at least two throw moves that are easily put into play. The best part about these throw moves is how they are pulled off. In all other fighting games before Tekken, you would attempt a throw move and would only know it worked when the animation started. However, with Tekken, whenever you attempt a throw move the character's arms reach out to grab the opponent even on a miss. Once you pull off the throw moves, you're in for a treat. Everything from a double arm-brake, to a screen-long toss, to running up the opponent's chest make these the best throw moves ever.

We've had Tekken in the office for six months now and we still haven't figured out all the nuances of combat. It's a deep, beautiful fighting game that, combined with Toshinden, makes the PlayStation the system of choice for fighting game fans, at least for now.

GP

TEKKEN

YOU MOVE, ME.

Each of the 16 characters in this game has more moves than Michael Jackson.



Each character also has their own unblockable move. Here Yashimitsu prepares a shikabab.

Each character can run at an opponent and jump-kick, tackle, or slide-tackle with their legs.



Just like in Virtua Fighter, you can jump on a fallen opponent or just kick him along the ground.



Moves like Nina's somersault stun the opponent, which sets up massive combos.



Each character also has combos like Paul's sweep and elbow.





GRABBING AIR

The throw moves are easily the best part of this game and if you don't manage to pull them off, you're left grabbing air.



Or if you're trying to run up your opponent's chest, you see Law's foot step in the air.



Try to pull off a throw move too early and your hands grasp for nothing.



Beat the game all the way through and you get some cool rendered movies and some evil smiles like this.



GAMEPLAY

REPLAY VALUE

- Sub-bosses and humorous rendered endings give you a reason to keep playing.

- Tons of sweet moves for every character.
- Great lighting and no annoying ring-outs.

- Throw move interface is the best yet, and a totally new innovation.
- Much is stolen from VF, although it's done much sharper here.

INNOVATION

MUSIC & SOUND FX

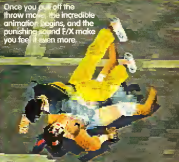
- Breaking bone sounds that make you cringe.
- Good solid music and a totally obnoxious announcer voice.

A SECOND OPINION

What the hell is Mike thinking? A 91%? For Tekken? Gimme a break! Once you get past the flashy graphics, fun gameplay, and deep strategy, there ain't nothin' to this game at all! I'm also not impressed by neat tricks like being able to save the cool hidden characters to your memory card so that you don't have to find them again. I mean, Mike's really lost it, this time. "Tons of sweet moves for each character"? Well, yeah... "awe-inspiring graphics"? I can't really argue that one, either... but I'm going to wait for *Fight For Life* for real action! — Chris



Once you pull off the throw moves, the incredible animation begins, and the punishing sound FX make you feel it even more.



GRAPHICS

10

- Beautiful, gorgeous, awe-inspiring graphics that make *Virtua Fighter* look like *Fight For Life*.
- Character design that is unique and sharp.

91%
OVERALL GP RATING

SATURN

GENRE / action

PLAYERS / 2

SIZE / 1 CD

SAVE FEATURE / none

PUBLISHER / Vic Tokai

DEVELOPER / Sega of Japan

AVAILABLE / new

PRICE / \$50-55



The sword is mightier than, well, just about everything in this game.



Always eager to run some fool through with a sword, Patrick Baggett jumped at the chance to play the latest installment of the *Shinobi* series.



SHINOBI LEGIONS



Can you ever get tired of bouncing off the walls?

The name *Shinobi* has long been associated with Sega console systems dating all the way back to the Master System, and now that we have the Saturn, it should no great surprise that one of the first games to be released is a *Shinobi* title. Right from the beginning, the Saturn flexes its next generation muscles with a near picture-perfect, full-motion-video opening. The video scenes, which appear between the stages throughout the game, have that delightfully campy feel of a bad martial arts movie minus a certain level of inspiration. Once the action gets started, however, this game is pure

Shinobi magic. The sharpened edges of the backgrounds, and deep color palette make the look of this game something special from the very opening stages. The levels are deeply involved, though a little bit pattern heavy, and the boss characters are inventive. The special weapons and Ninja magic of *Shinobi* games past are still a part of the game, but not so much as in the first few titles. Rather, this one is based more heavily on actual sword fighting, including some nice additions in blocking maneuvers and flash moves.

Shin Shinobi Den is impressive, but it's really just a heavily polished version of all the other *Shinobi* games. GP

They May Not Look Like Much

The boss characters are not the giant creatures you might expect, but they are mean as hell.



The key to beating the bosses is in finding safe spots and attacking at every opportunity.

9 GRAPHICS

7 MUSIC & SOUND

7 INNOVATION

8 GAMEPLAY

8 REPLAY VALUE

OVERALL

80%

ICE Cube ON SATURN:

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JAGUAR

GENRE / sports
PLAYERS / 1-4
SIZE / 4 MB
SAVE FEATURE / none
PUBLISHER / Adart
DEVELOPER / High Voltage Software
AVAILABLE / now
PRICE / \$49.99



Until he found out it was illegal, Patrick Baggatta would slam dunk using a pogo stick and a jet pack. Even then, he still only made 20% of his shots!

WHITE MEN CAN'T JUMP

With the success of titles like *NBA Jam*, it's no wonder that there are several games trying to follow in its footsteps, and though *White Men Can't Jump* (WMJC) has a more sophisticated look to it, there is no doubt that it was meant to directly compete in this arena. Loosely tied to the movie, WMJC is a two-on-two streetball game with the emphasis on street.

The action in WMJC is pretty close to the actual street-basketball experience. Fouls are called, but not enforced and there is plenty of trash talking. The unfortunate part is that all the trash-talking gets annoying as quickly as it does in a real game. The other most noticeable feature of WMJC are the swooping camera angles which follow the action in an effort to always give you the best view. For the most part the camera works pretty good, but sometimes you wish it would just sit still for a few seconds, rather than dancing all over the playing field. Everything else in the game is pretty solid, including the graphics, which are a little strange at

first, but end up looking pretty good as you spend time with the game.

Though playing the computer can be pretty satisfying, the real fun of this game is in playing with friends. The multi-tap hardware for the Jaguar allows up to four players at a time, which is definitely the best way to play. When

playing against the computer there's just a little too much that can't be controlled.

The scaling feature adds a nice feeling of depth to each of the courts.

GP



Don't be too surprised when you catch a flying elbow or even a fist. This is street ball, after all.

The Courts

There are four different courts to choose from and, though they all pretty much play the same, they each have a distinctive look.

As long as you're playing in exhibition mode you're able to choose which court you'd like to play on.

All the courts are surrounded by some sort of barrier to keep the action moving at all times.

Most of the courts feature onlookers, but only a few of them are wearing bikinis.



There's always money being exchanged at the court.

7

GRAPHICS

- The scaling characters work well.
- The camera moves around too much.

7

MUSIC & SOUND FX

- The sound effects are pretty good.
- The trash talking gets old pretty quickly.

7

INNOVATION

- The half-court game moves faster.
- It's just another basketball game.

7

GAMEPLAY

- The passing and shooting is easily controlled.
- One player games are hard to control.

8

REPLAY VALUE

- The four player multi-tap makes all the difference here.
- You need a four player multi-tap adapter.

73%
OVERALL GP RATING

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(and I don't mean to lunch).

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3DO

GENRE / game show
PLAYERS / 2 to 4
SIZE / 1 CD
SAVE FEATURE / none
EXCLUSIVITY / 3DO only
DEVELOPER / Studio 3DO
AVAILABLE / now
PRICE / \$59.99



After the fall of Communism, Jeff Lundrigan fled west to fulfill his dream of lying on the street and pelting passersby with frozen fishsticks.

Zhadnost: the people's party

Do you remember *Twisted*, a smart-ass game show game that was an early title available for 3DO? Then you're familiar, at least in theory, with *Zhadnost* (which is Russian for 'greed,' by the way — something our contacts at 3DO kept repeating over and over). The structure is much the same — the player chooses from a collection of oddball contestants, then competes in various puzzle and trivia games while the digitized video keeps you amused.

It worked pretty well in *Twisted*, and it works just as well this time. *Zhadnost* is set in the mythical country of Bizarmia, where the recent collapse of a totalitarian regime has left the people hungry for capitalist goodies. Most of the game, from the intro sequence to the final sign off where you get to watch the contestants live out their dreams of Western decadence, are absolutely hilarious.

Which also points out the game's one big problem — once you've seen what's on the disk and laughed at it all, that's it. Even the events you compete in get pretty stale in a mighty short space of time. It's cool, and as a party title it's tough to beat, but before too long you're going to have to either put the game on the shelf and find something new to keep your friends entertained, or get some new friends. **GP**

9

GRAPHICS

- Cool designs and excellent video.
- Sometimes it's a bit too cluttered and confusing.

8

MUSIC & SOUND FX

- There's neat garage-band music.
- Too little of it, and it repeats too often.

6

INNOVATION

- There's lots of cool retro-style touches.
- If you've played *Twisted*, you know roughly what to expect.

8

GAMEPLAY

- Funny stuff, and the events are pretty simple.
- A few things, like the Money Wheel, can take some getting used to.

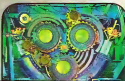
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REPLAY VALUE

- Well, with a bunch of friends, the laughs keep on coming.
- Who are we trying to fool, play it twice and you've seen 90% of it.



The show is hosted by the leader of the revolution, Bob Blini. Real smart jacket, huh?



As with *Twisted*, there's a great many bizarre and mysterious gadgets. This one helps determine how many points each round is played for.



Of course you also get the usual 'wacky' contestants — and you get to watch 'em flail around over and over again.



Then you get to compete against another player in contests of skill and knowledge. Some, like this matching

game, are pretty simple. Others are harder; all are kind of odd.



At the end of each round, the contestants square off on the Money Wheel. The rules take some getting used to — you have to step on the right color circle to change it to your color — but you get the hang of it quick enough.

The game's one big weakness though is the limited amount of FMV. Sure, most of it is pretty funny, but after a half dozen games, you've just about seen it all.



70%
OVERALL GP RATING

"I GO FROM
WAY COOL



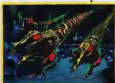
S P A C E
DUDE TO A
B R A I N
IN A BOX."

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY

THE DAEDALUS ENCOUNTER



"The good news - I'm on a ship with Tia Carrere. The bad news - I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krim and change course we're toast. Literally. This is a job for brain man. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later!"



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Software Company

PLAYSTATION

GENRE / flying action

PLAYERS / 1 or 2

SIZE / 1 CD

SAVE FEATURE / memory cards

PUBLISHER / Namco

DEVELOPER / Namco

AVAILABLE / now

PRICE / \$59.99



When he started singing 'Great Balls Of Fire' and calling Patrick 'Goose', we knew Mike 'Maverick' Salmon had emptied more than his bladder in the Danger Zone.

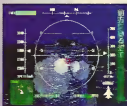
This is one intense game, right from the first mission to the last. I haven't been in dog fights this fun since that poodle incident of '91 (I don't want to talk about it). Flying head-to-head against a tough computer opponent, you have to stop bombing missions, take out oil refineries, and even knock out a city, while fending off a fierce attack from the air and ground.

As you finish each mission you get more funds which you can use to buy bigger and better planes like a Stealth, F-14, a Mig, and an F-22. Each plane has strengths and weaknesses which can be utilized on the varied missions. Pull out your Stealth and attack the city lights at night in one of the best missions in the game, or take out the F-14 and knock out a fleet of ships. When it comes to gameplay, Air Combat has got it locked in. In some missions you even get to commission a wing person (politically correct, as always) to fly with you. The more money you spend, the better help he or she is.

In Air Combat you get true freedom of movement. You can attack your target from any angle you choose and the approach you

take can be the difference between a successful mission and crash 'n' burn. All the gauges (altitude, speed, compass, artificial horizon) are here, even though this isn't exactly a flight sim.

The one area Air Combat falls short on is presentation. The flickering graphics, cheesy soundtrack, and ugly colors just don't match up to 32-bit standards. In spite of its disappointing graphics, Air Combat is a total blast and a game PlayStation owners need to have. **GP**



Flying into the city at night and knocking out these buildings can't be beat.



Zip through the bridge and knock out the enemy supply line.



Knock out their fighters before they take off.



Shooting up the enemy's oil supply is always a good tactic.

DOG FIGHT - PLEASE, NO WAGERING!



Now circle around and start chasing 'em.



Lock 'em in your sights and toast 'em. Yeehaah!

INNOVATION

GAMEPLAY

REPLAY VALUE

7

GRAPHICS

- The scenery can be really impressive...
- ...when it's not flickering or drawing in. Could be much nicer looking.

8

MUSIC & SOUND FX

- Sound fx that'll make you call yourself Mac.
- Danger Zone muzak is corny and way too typical.

9

Fly between the oncoming fighters.

- Unique missions like bombing a city at night are great.
- Two-player battle mode is a good idea, but it's not executed real well.

9

- Variety is the spice of life and the key to this game.
- Tough, but not impossible missions are a blast. Kept me playing for hours.

8

REPLAY VALUE

- Each of the 17 missions are so different you'll want to see every last one.
- Unfortunately, it's still a bit too short.

84%
OVERALL GP RATING

"ONE BALLZY MOVE AND



SUDDENLY I'M SUCKING SIDEWALK."

An Experience from the REAL 3DO Zone, Tony "Two-House", II

ballz The Director's Cut



"OK, I was desperate. On my knees. Beggin' and pleadin' for mercy. Hey, I'm no muss, but that neanderthal Kronk is tee-ing off on my skull. But now I gear it up and bust into my aerial attack and super-cool morph moves. Next up, Boomer. But now this clown is doin' the gravelin'. This is arena combat. Rude, nasty and in-your-face. And this director's cut left nothin' out. You got it all. I'm outta' here. Peace" ■



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GENESIS

GENRE / Fighting
PLAYERS / 1 or 2
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Virgin
AVAILABLE / now
PRICE / \$59.99



DRAGON:

The Bruce Lee Story



After going a few rounds with this fighter, **Mike Salmon** started kicking Chris for making him review this pitiful game.

Over a year ago Virgin had planned to release *Dragon*, but couldn't get it out. Acclaim bought the game and brings yet another movie game to the home system.

Unfortunately, *Dragon* is the most simplistic side-to-side fighter I have ever seen. The characters and backgrounds look nice, but a year ago this type of game was stale. The fights are slow, repetitive, and entirely too long. With punches and kicks only hit from ultra-close range and annoying control features, *Dragon* is a real pain to play. There is a story mode that features scenes from the movie (oh, surprise), which is yet another good reason to hate this game.

The one new feature is the 3 player battle, which would be fun if the fighting wasn't so pitiful. Bruce Lee fanatics are the only people who are going to get much pleasure out of this one. **GP**



Three Bruce Lees duking it out should be fun, right? WRONG!



Shots from the movie add absolutely zero to the game.



A typically annoying fight in *Dragon* consists of lots of jumping kicks.



Wow, that's not hard, is it? It's not as easy as it looks.

- 8** GRAPHICS
- 8** MUSIC & SOUND
- 5** INNOVATION
- 5** GAMEPLAY
- 5** REPLAY VALUE

OVERALL 55%

3DO **review**

3DO

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Pandemic
DEVELOPER / Media Entertainment
AVAILABLE / now
PRICE / \$59.99



STRAHL



If only **Jeff Lundrigan's** life had as many endings as this game. Trouble is, they'd all probably be just as dull.

Well, for all you *Dragon's Lair* fans, I think we've found a game that even you won't like. *Strahl* is your usual 'watch the cartoon, push a button' style game, with the added 'feature' that the correct direction to move is always flashed on the screen for you, and there aren't any pesky things like difficulty settings to worry about. What's more, there are only eight scenes — that's right, EIGHT. Depending on which order you play them in and how many continues you use, there are 48 possible endings, but since you can beat this game in ten or fifteen minutes, if you play for a few hours a day, you see all this game has to offer in three or four tedious days. Boring. **GP**

Unlike a lot of *Dragon's Lair* games, this one lets you choose the order of the stages you play, of which there are eight — count 'em, eight.



Notice that the direction or button you need to push is always displayed — clearly a game for those who need 'left' and 'right' written on the tops of their shoes.

The game's anime' style might appeal to some, but we've all seen it before.



- 4** GRAPHICS
- 4** MUSIC & SOUND
- 4** INNOVATION
- 4** GAMEPLAY
- 4** REPLAY VALUE

OVERALL 40%

The game has plenty of different endings, but not that many are very exciting.

"ONE BONEHEAD CALL AND THIS



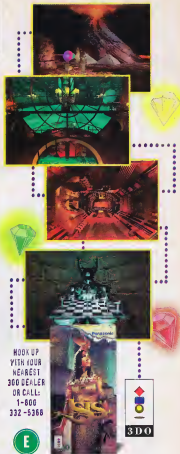
GODDESS GETS A MILLENNIUM IN SOLITARY."

An Experience from the REAL 3DO Zone™, Johnny "Torso", FL



"Gotta have a brain in the old coconut to play this one. Hey, this ain't no cakewalk. We're talkin' major scavenger hunt for three gems. Find 'em and I power up the ancient ship Isis and sail this puppy outta here. Blow it and the goddess is doin' some serious hard time. Brain-busting puzzles. Killer graphics.

Funky Earth, Wind & Fire tunes. And a well-preserved 5000-year-old goddess in distress. So what are you doin' torrie? Adios, Chuckie." ■



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FINAL EDITION

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Along with offering all 30 NFL teams with 1995/96 rosters, **Tecmo Super Bowl III - Final Edition** brings you the **ULTIMATE** option: Custom Player Creation. Select name, number, position, team, and customize individual abilities for up to 37 players. Have your custom player play well during the season and you can develop/improve his skills further as you head into the playoffs. Only Tecmo gives you the chance to add **YOUR** name and player to the huddle with your favorite NFL players.

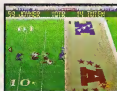
Other clutch options, for those who like to play G.M., are the Trade Mode that allows



- **Final Edition** offers the best in NFL game play value. Also, gamers get the best in game replay value. As you know, **Tecmo Super Bowl III - Final Edition** is a 1 or 2 player simultaneous game. However, Tournament Style play can let 1 to 30 different players get in on the action. Gather 1 to 30 players together and have each



pick a team to man throughout the 1995/96 season. Now, air and grind it out to see who is good enough to make it to the playoffs. Continue the elimination rounds of the playoffs, and have your two best battle for football supremacy in the Super Bowl. The Battery Backup will allow you to take time out, but



with each of you creating custom players and making FA and/or trade deals, you may not take one. Perhaps best of all is that, unlike the real NFL season, you will be enjoying NFL football with Tecmo well past next January.

BETTER HURRY

Those other "spectator" sport football games just aren't going to make the final cut! So don't be just a "spectator", bring home the **REAL DEAL**, bring home **Tecmo Super Bowl III - Final Edition** and find out what it's really like to **PLAY** it! Be sure you reserve your copy by October 3rd, 1995 or you may not make **THE FINAL CUT**.



BETTER PLAY AND REPLAY

Tecmo Super Bowl III - Final Edition not only gives you the players and action you want, it gives it to you the way you want it. The game play is a "snap" to get into and does not require any previous football experience (unlike some other football video "games").

The Tecmo horizontal scrolling perspective allows players to easily follow, understand, and play the NFL experience. After all, it is what you are used to seeing every NFL Sunday on TV. Tecmo even offers a Coaching Mode for those who just want to match their play calling skills with the best of the NFL. By now it is clear that **Tecmo Super Bowl III**

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LUNAR 2: Eternal Blue

If it's big and silly, there's only one man for the job, and that man is Jeff Ludrigan.



Oh yeah. The original *Lunar* was one of the funniest games I'd ever played. The combination of goofy jokes and "it's so bad it's funny" unintentional humor was hard to resist, and when you consider the lack of RPGs for Sega CD, it became a must-have. And now, we've got a sequel.

And as luck would have it, *Lunar 2* is much better a game than the original. It looks great (although the super-deformed characters are more deformed than most—I, for one, am getting tired of 'em), and it's really, really big. The music is incredible too.

But I think, in the end, the luck is actually bad. Being a better game to start with, it's somehow not as funny. Working Designs still has it crammed full of off-kilter jokes, and it's good for a case of the chuckles, but the storyline is much more dramatic and involved, and there seems to be less room for outright bizarre touches like the original's Deliverance-style town full of inbred country folk, or the hero who dressed like a Scotsman for no particular reason whatsoever.

It's kind of strange to think about it that way, but because it's a better game, it's just not quite as much fun. I still liked it, a lot, and it's definitely recommended, but it feels like something's been lost. **GP**

A mysterious woman and a lost goddess is apparently all it takes to get a guy off on a quest these days.



The *Lunar* series signature humor is still there, as self-consciously hip as ever, but this time, it's mostly confined to little asides.

The magic system lets you choose any character, and which of his or her spells you wish to improve. Keep track of it, though.



The battle scenes are as standard as you can get for an RPG. In fact, overall, the game doesn't feature much that's new.



The *Lunar* series has some of the longest lines of characters following you around of any RPG series on the planet.

INNOVATION

8

- Light-hearted approach, and an unusual magic system.
- Mostly, this is standard RPG stuff.

REPLAY VALUE

8

- So big, there's gotta be something you missed.
- RPGs are notorious for so-so replay value.

- Fun, funny, big—what more could you ask for?
- Could be funnier, and parts are plain tedious.

MUSIC & SOUND FX

6

- The music is absolutely superb, and always fits the action to a tee.
- The sound FX are pretty good, too.

GRAPHICS

9

- Excellent backgrounds and that's nice animation in the cut scenes.
- Stupid, fat, big-headed characters.

81%

OVERALL GP RATING

SUPER NES



GENRE / strategy
PLAYERS / 1
SIZE / 1/2 Mbit
SAVE FEATURE / none, anytime
PUBLISHER / Koei
DEVELOPER / Microprose
AVAILABLE / now
PRICE / \$59.99

CIVILIZATION



Once again, Jeff Lundrigan's flawless knowledge of history makes him the perfect reviewer — his exact words were, "like, old stuff, or something, right?"



Mao Tse-tung, who inspires awe in the people of China
is most deeply grateful for peace discussions.

Three years ago, the PC version of Civilization took over my life. I couldn't stop playing — friends thought I'd died. The hell of it is, I still boot it up every now and then. It's a bone-deep classic that just never gets old.

Now it's available for Super NES through Koei. The game is complete, and everything works way it should. Some of the menus are a little clunky, and it's not as graphically elegant as I'm used to — in fact, it's just this side of ugly — but you play this for the strategy, not the visuals. It still keeps me up nights. **GP**

Ok, getting into the game, you've got a lot of options, from playing on Earth, to creating your own world — you never run out of challenges.



Ooo, bad luck. The Chinese have come knocking. Still, that's not as bad as finding out the Mangols are your next door neighbors.

This game ain't pretty.

So, you've founded your first city. Excellent. Now all you have to do is survive until you can build defenses.



However, I dare anyone with even a remote interest in strategy games to give it a shot. You simply won't be able to put it down.

- 7 GRAPHICS
- 7 MUSIC & SOUND
- 6 INNOVATION
- 10 GAMEPLAY
- 9 REPLAY VALUE

OVERALL **89%**

JAGUAR review

JAGUAR



GENRE / racing
PLAYERS / 1 to 8 (round robin)
SIZE / 16 Mbit
SAVE FEATURE / up to three games
PUBLISHER / Time Warner Interactive
DEVELOPER / Ridge
AVAILABLE / now
PRICE / \$54.95

POWER DRIVE RALLY



The air was thick with tension as Patrick Baggett told the story of leaving his body and hovering above his car on the freeway. Suddenly, no one wanted to talk to him anymore.

The Skill Tests are a good way to track your progress.

Familiarity with each track is the key to success, but with thirty tracks, this can take some time.

Though we haven't spent this style of game in a while, Power Drive Rally actually takes advantage of an old standard in video games. Overhead racing games have a few distinct challenges to address from the beginning, such as the limited amount of track that can be seen from the overhead view. Power Drive Rally deals with this problem as well as any other game.



The twists and turns are pretty similar to each track, but they take some practice to master.

All the other important elements are handled nicely, including graphics and sound, although the action is a bit on the slow side. Power Drive Rally does offer 30 different tracks, varied weather conditions and multiple cars to choose from. **GP**

- 7 GRAPHICS
- 7 MUSIC & SOUND
- 5 INNOVATION
- 7 GAMEPLAY
- 7 REPLAY VALUE

OVERALL **69%**

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JAGUAR

1 or 2 / PLAYERS
2 Mykes / SIZE
none / SAVE FEATURE
Atari / PUBLISHING
Shen / DEVELOPMENT
now / AVAILABLE
\$39.99 / PRICE



He's always had the need for speed, and now that Patrick Baggatta's proved himself with this game, maybe we'll let him get on that riding lawnmower he's always talking about.

SUPER BURNOUT

From the early days of video game racing, Atari has always had a strong presence with games like *Pole Position* and *Sun Runner*. Now that Atari is focusing its efforts on the Jaguar, it seemed only a matter of time before they scored with a solid racing title for the home market. *Super Burnout* boasts very little by way of innovation in the genre, but what is there is done quite well. The thrill of zipping around a tight corner with one knee on the ground is still what the game is all about anyway.

Super Burnout offers a variety of tracks to choose from as well as a selection of motorcycles that is sure to please any racer. Whether your desire is to run a single race in France, for

example, or a series of races in a bid for world domination, this game provides you with the opportunities you need to succeed. Once on the track, the competition is tough with a touch of unrealistic performance demonstrated by the other riders, but in the end this only makes the game that much more challenging.

The graphics are far from dazzling with a definite slant towards minimalism, but on the other hand there is absolutely no draw-in and the motion is as smooth as you could ask for. While a game like *Super Burnout* is definitely not head-turning the same way a *Daytons USA* or *Ridge Racer* might be, it ends up pleasing a great deal of Jaguar owners with its exciting game play and sense of realistic motorcycle racing. GP



Some tracks are trickier than others, but with practice all the tracks can be mastered.

THE TRACKS

Super Burnout tracks represent many different countries. Unfortunately they're all a lot alike.

A detailed map of each track is available for your inspection before choosing where to race.



The only real defining element of each track is what lies in the distant background.

THE BIKES

There is a good selection of bikes, meaning it may take some time to find the perfect racing machine for you.



GRIP: HIGH
ACCELERATION: LOW
MAX SPEED: 140 MPH



It's a shame that the graphics have to be quite so simplistic.

INNOVATION



Small touches like skid marks and dramatic crashes are nice.

Even these elements have been done before.

REPLAY VALUE

- Taking first place is no easy task.
- The tracks are all pretty much the same.

- The action is really fast and fun.
- The choice of motorcycles helps to customize the action.

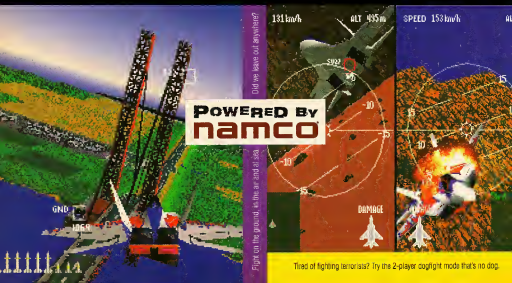
MUSIC & SOUND FX

- The sound effects are pretty good.
- The background music is pretty generic.

- Everything here is sharp and well-defined.
- There's just really isn't much here.

73%
OVERALL GP RATING

SOURCES WITHIN THE PENTAGON CONFLICT WILL OCCUR SOME



POWERED BY
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Did we leave out anywhere?

Fight on the ground, in the air and at sea.

131 km/h

ALT 435 m

SPEED 153 km/h



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WE SEE IT HAPPENING MUCH CLOSER TO HOME.

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PLAYSTATION

GENRE / shooter

PLAYERS / 1-2

SIZE / 1 CD

SAVE FEATURE / password

PUBLISHED BY / Sony Computer Entertainment Inc.

DEVELOPER / Crystal Dynamics

AVAILABLE / now

PRICE / \$49.99



He adored and venerated the PlayStation as a deity, but after reviewing this game, Mike Salmon cried, "It's only mortal after all! Now what should I do with this sacrificial pig? Then, he barbecued it!"

Now that the PlayStation has hit the market, gamers are gathering around to see the wondrous system perform. What they (and I) expect is the type of graphics and gameplay that wasn't possible before, and in most cases (*Tastyniden*, *Tekken*, *Jumping Flash*, etc.) they won't be disappointed. However with *Total Eclipse: Turbo*, there is much disappointment.

Some of you may remember *Total Eclipse* for the 3DO. Well, this is the same game. All that's been added is a touch smoother graphics, a slight increase in speed, and a color. For those not familiar with *Total Eclipse*, you man a space ship that flies through canyons and hallways dodging walls and enemy attacks, while continuously holding down the fire button.

So we may call this game a shooter, but what it really is is a dodger. You never get a chance to line-up your enemies and blast them, because you are constantly avoiding closing doors, and twisting through curvy caves (which you can't see,

because the big colored circles they try to pass off as bullets are in your way).

Total Eclipse is just a simple "fly-fast-and-shoot" game, with some smooth graphics and a good sense of speed, that just can't hold its own with the superior products that are coming out on the PlayStation. **GP**

Twisting through this canyon is one of the few exciting parts of this game.



Cereal Killer

Those aren't bullets!!!

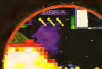
It's hard enough flying a craft through a hallway without all these damn traps.



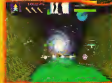
If you play long enough you can shoot entire bowls of cereal at the enemy.



And what do you get for power-ups? Different flavors of bullets!



Any kind of fast-forward you normally get from blowing things up is totally lost when you see these colorful bullets come out of your craft.



Where the hell am I? The only way to get through these sections without scratching up your ship is to use the force.

Explosions are decent, but the PlayStation can do so much better.

INNOVATION

PlayStation can do so much better.

GAMEPLAY

REPLAY VALUE

7

GRAPHICS

- The graphics are solid and smooth...
- ...except for the bullets, which are completely awful.

7

MUSIC & SOUND FX

- Good sound FX help you get in the mood.
- Heavy Metal music may be appealing to some, but not to me.

4

INNOVATION

- Port overs of bad 3DO games aren't what the PlayStation needs.
- Only slight graphical changes and a speed increase were added.

6

GAMEPLAY

- Flying through the canyons and hallways isn't really awful...
- ...It's just damn frustrating and real repetitive.

6

REPLAY VALUE

- The game is tough and, once you start playing, you want to finish.
- If you own any other PlayStation game you won't need to take this one out of the case.

61%
OVERALL GP RATING

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SUPER NES

GENRE / action
PLAYERS / 1
SIZE / 16 MB
SAVE FEATURE / no
PUBLISHER / Konami
DEVELOPER / Konami
AVAILABLE / now
PRICE / \$69.99



Seems Jeff Lendrigan won't let anyone else near this game. Turns out he has a **real THING** for whips and chains.

The first thing you should know about this game is that it's NOT *Castlevania IV*, which would have made it a new game in the series. In fact, it's a pretty old game, related to the series. *Dracula X* was released in Japan for the TurboGrafx-16 Engine in the fall of '90, and now it's been ported to Super NES for release here. It's been a long time since I played a *Castlevania* game, but I think I'm gonna have to keep waiting. *Dracula X* is two years old and plays like it — a trip straight to side-scrolling hell.

The graphics are pretty, but the animation is less than smooth, and it's in the control that the game really falls down. Whatever.

Yup, it's a *Castlevania* game — don't run around and jump for joy yet though. It may be new here, but this game is almost two years old.

8

- Pretty, colorful, nice touches over everything.
- Looks flat, and character animation is almost non-existent.

GRAPHICS

7

MUSIC & SOUND FX

- Cracking whips, screams, and moans — really cool.
- The music sounds exactly like it does in every other *Castlevania* game.

3

INNOVATION

- No taking this one, it's *Castlevania* all over again.
- Side-scrolling, side-scrolling, side-scrolling...

6

GAMEPLAY

7

REPLAY VALUE

- At least a couple of different paths to take.
- Makes you want to pull out *Castlevania IV*, which is even older.

generation Belmont this guy is, he's pretty sluggish, and there's no way to change direction while jumping. For instance. True, that's the way *Castlevania* has always been, but I never remember it bugging me before. Oh a whim I dug out *Super Castlevania IV*. Sure enough, same play mechanics, but a much better experience.

Dracula X is the sort of game where jumping into any enemy sends you hurtling into the bottomless pit that always happens to be nearby. On the plus side it's a relatively big game, it looks nice, and there are a couple of different paths you can wind up taking through, so you're not always playing the same stages every time.

However, this game is more frustrating than it is challenging. GP



At least it's a big game, and there are a couple of 'optional' stages — take a bad

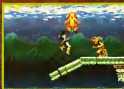
jump over these tall columns...

...and you plunge into Dracula's basement. Once you fight your way out of here, you've skipped a level or so above.

On the other hand, contact with an enemy — any enemy — has a bad habit of tossing you places like, ah, straight down to certain death at the bottom of a chasm. This happens with appalling regularity.



While some stages aren't bad to look at, others look just awful. However, even the good looking stages are pretty flat.



64%
OVERALL GP RATING

What do you get when you mix...



*A Mad Woman with
a Rolling Pin*



*A Stone-Age
Maniac*



*A Deranged Sax
Blowing Killer Notes*



*A Pirate with a
Flying Saucepan*

...more than you can handle!



RAYMAX

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PLAYSTATION

GENRE / action

PLAYERS / 1

SIZE / 1 CD

SAVE FEATURE / memory card

PUBLISHER / Ubi Soft

DEVELOPER / Eto Soft

AVAILABLE / now

PRICE / \$59.99



Ever since his younger days, Patrick Baggatta has always dreamed of a world of ultra-rich color, probably because his parents were hippies.

RAYMAN

The Games They Are A-Changing Sort Of



There's plenty of hidden stuff to find along the way, but somehow it's more gratifying when a game really makes you work for it.

When we all knew it was coming and, now that it's here, it's time for us to poke, prod and well, review the very first PlayStation side-scroller action game. So, what's the verdict on this color-fest called *Rayman*? Is it guilty of side-scroller familiarity? Is it nothing more than a polished version of every other 2-D action game since the early days of *Atari*? Are we doomed to a new truckload of 32-bit clones? These are the questions that most certainly come to mind, and well, my cynical friends, I'm sorry to disappoint you, but *Rayman* is really good.

That's right, *Rayman* is actually a pretty original title despite its obvious roots in the most tried gaming genre that has ever existed. It's difficult to explain what draws *Rayman* from the depths of mediocrity, because it's not so much based on any one thing, but rather a combination of hundreds of little things: The puzzle-like strategies, the great sound effects, the rich colors, the fast action and the all-around creative thinking in this game are but a few of its positive attributes.

So, will you like this game even if you hate side-scroller action games? Absolutely not! This game is what it appears to be, and it does follow many of the rules of the side-scroller, but it breaks just enough of the rules to make it stand out. The important thing to remember about *Rayman* is that you can count on being surprised by the small details. This is truly a next generation action game. Viva la *Rayman*! GP



Enemies are enemies, but there is a nice variety of foes with their own weak spots.



The boomerang action of Ray Man's fist is much more versatile than a standard gun.



The maze-like quality of most of the levels offers a little more choice than the standard left-to-right side-scroller.

Check Out The Big Colors On Rayman!

Unquestionably, one of the most impressive elements of *Rayman* are the vivid colors and stunning graphics.

The backgrounds have a nice sense of depth and play nicely off the blinding colors of the foreground.



The sheer number of colors on the screen at one time is enough to tell you that this is no 16-bit game.



There is a good bit of humor found in the playful graphics, though they are a bit on the cute side.



These are definitely 32-bit graphics and it's nice to finally see them.



THE DREAM FOREST



RAYMAN'S BEST



A SECOND OPINION

Those crazy French! First the fries, the doors, the bread, and now the side-scroller. Rayman is an interesting and well done twist on a classic genre that is sure to impress. We thought the side-scroller would die with the new systems, but it just won't go away. However, the side-scroller is being reinvented with 3-D elements, superb sound, graphics, and some genuinely ingenious gameplay. Rayman is a perfect example of this. I didn't want to like this game, but after a few hours of playing I joined the ranks, chanting "Vive Le Rayman!" — Mike



What Does A Rayman Do Anyway?

Rayman is pretty much a lean, mean fighting machine, but he does have a few tricks up his sleeve.



It does tend to help that Rayman can separate his body from his hand just long enough to reach for the next higher level.



The incredible shrinking—oh well, you get the point.



The helicopter trick is one that comes in handy more times than you know.

Did someone say "lend me a hand"?

THE DREAM FOREST



Choosing a beaten level over again sometime leads to hidden treats.

GRAPHICS

9

- The colors are totally, incredibly amazing.
- There is a very nice sense of style.

MUSIC & SOUND FX

10

- Following the "less-is-more" theory works very well for the soundtrack.
- The sound effects are creative and funny.

INNOVATION

7

- There are quite a few fun little surprises.
- It's still a side-scroller.

GAMEPLAY

8

- The play controls are very natural.
- Learning the tricks of the game is challenging, but satisfying.

REPLAY VALUE

8

- This game is huge.
- The hidden stuff is always fun to search for.

82%
OVERALL GP RATING

GENESIS

GENRE / fighter
PLAYERS / 1 or 2
SIZE / 24 Mins.
SAVE FEATURE / password
PUBLISHER / Namco
DEVELOPER / Namco
AVAILABLE / now
PRICE / \$59.99



After months of only being allowed to play with nerf weapons, Patrick Baggatta was ready, willing and able to get his hands on some real steel cutlery.

BRING ON THE BARBARIANS

With total of seven characters, *Weapon Lord* offers some nice choices in fighting styles.

In what is perhaps the best mix of speed and power, Kor is the obvious choice of the first-time player.



Bane (The Lone Wolf) and Zarak (The Demon Lord) are your choices for all-out brute strength and viciousness.



Since the latest flurry of mind-blowing 3-D fighters, it's difficult to get overly excited about another 2-D fighter adding its name to the list. This is the disadvantage faced by the creators of *Weapon Lord*, a new side-view fighter from Namco. The obvious question that comes to mind in considering *Weapon Lord* and its place in the world of sought-after video games is whether it offers anything new to this extremely tired genre.

From the beginning, the creators of *Weapon Lord* set out to offer a little more than most gamers have come to expect of 2-D fighters. The most exciting innovation is the added attention to the weapons. Each character carries an impressive form of sharpened steel and they all start with a pretty good idea of how to use



If you're into women warriors, Divada is undeniably the meanest of the group, but Talazia and Jen-Tai are no sunny days of the beach, either.



them. So what's new

about fighting with weapons, you ask? Well, never

has there been a fighting game where weapons can actually be used for thrust blocks (a block specifically designed for a counter-attack), actual parry moves and weapon-breaking moves. These moves and tactics don't really come into play until you've begun to master the game a little bit, but once you start developing these skills, they do add quite a bit to the game play.

Beyond the advanced weapon play, however, there's not a great deal to get excited over. There are some stand-out moves, and a bit of blood thrown in for good measure, but for the most part the action is fairly predictable. The graphics are pretty good, including some nicely-sized characters, but the animation is a little bit stiff, making some of the strategy aspects difficult to master, and the system of combos and fatal moves is reminiscent of other games.

In the end, *Weapon Lord* is a very nice addition to a heavily-worn genre with some thoughtful and well-executed touches, but it's definitely still part of that genre. And for you Nintendo fans, there is a near-identical version available for the Super NES. **GP**

If you're looking for the jack-of-all-trades in the group, Zom (The Defiler) is your man.





THE WEAPONS

The game is called *WeapontLord* for a reason and there's no reason to cover this game if you're not going to talk about the weapons.

The most feared weapon in the game is Zerk's Quilted Mac. Use yours to hit an enemy and it'll float in the air.

Yours sword may not be as fast as Zerk's, but it's the easiest of getting a weapon that can your own.

It always seems to be the come-from-below moves that create the biggest blood splash.

The fact that this game is based on the damage that can done with a metal edge should be enough to warn you of this kind of carnage.

A blow to the top of the head is always good for a barbarian blood bath.

Colliding weapons add to the realistic feel of the sword play.

GAMEPLAY

REPLAY VALUE

- With four different skill levels, there is plenty of challenge here.
- The game has a steep learning curve.

- The action is fast, furious, and plentiful.
- Some of the move commands are awkward.



It's not the size of Divado's double-edged staff that gets you. It's the speed.



Zerk's warhammer isn't as fast as the other weapons, though this one is really slow to get around.

THE BLOOD! THE GUTS! AND DID WE MENTION THE BLOOD?

In the tradition of other recent fighting favorites, there is plenty of blood to spill in *WeapontLord*.

DID SOMEONE SAY PARRY?

The most impressive part of the gameplay in *WeapontLord* is the counter-attack set up from the use of the weapons.



The thrust block is designed to use with a vicious counter-attack.

Get the advantage by chipping away at your opponent's weapon!



INNOVATION

- The advanced weapon-play is a very nice touch.
- It's still a 2-D fighter.

MUSIC & SOUND FX

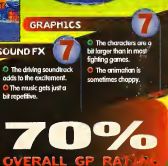
- The driving soundtrack adds to the excitement.
- The music gets just a bit repetitive.

GRAPHICS

- The characters are a bit larger than in most fighting games.
- The animation is sometimes choppy.

A SECOND OPINION

What's too bad is that *WeapontLord* didn't make its 16-bit debut a couple years ago. If it had, it would have been one of the top fighting games available, and there might have even been a *WeapontLord: The Movie*. However, *WeapontLord* didn't come out two years ago and there won't be a movie (thank God). There is some good solid fighting and some nice art, but ultimately the 2-D fighter is a dead genre. Still, *WeapontLord* could well be the last good 16-bit fighting game and, if you take the time to learn the intense strategy, it is well worth it. —Mike



70%
OVERALL GP RATING

SMALL SCREENS

It's time again to play 'What's That Thing Hurting My Eyes?' That's right, like it or not, it's time to play, and play we shall. Of course, we know deep inside you love your small screen games, otherwise we wouldn't do this column.

GEORGE FOREMAN BOXING

System: Game Boy • **Publisher:** Acclaim

Developer: Acclaim • **now available** • \$34.99

Sports games on the Game Boy have never been something to get overly excited about because of the extremely limited space available for playing fields and multi-member teams. The edge that a boxing game has over other sports games is quite obvious however, and *George Foreman Boxing* (GFB) manages to take advantage of this quite well. First of all, the characters are quite large in relation to the screen size and this makes it easy to create some sort of strategy. Secondly, the ring itself is reasonably sized and the two characters never get very far away from each other, meaning the camera angle can stay in tight on the action.

The biggest problem with GFB is in the control. There is a serious lag problem between the time when a right hook is called for and the punch is actually executed. This takes away from the advantage given by the large characters. If you see an opening that would allow

you to connect with a forceful body punch and the controls are sluggish, then you're sure to miss your golden opportunity.

For the most part, GFB is a pretty good boxing game for the Game Boy. If you're a big boxing fan, this one would definitely be one to check out, but I would have a hard time calling it a must-have.



The action is pretty straight forward, once you get into the match.

JUDGE DREDD

System: Game Boy • **Publisher:** Acclaim

Developer: Acclaim • **now available** • \$39.99

You've seen the movie, you've played the sixteen-bit version, now, I guess, it's time for you to play the hand held version. That's right, *Judge Dredd* for the Game Boy is here and the first thing you're likely to think is 'Are they crazy?'. The fact is that *Judge Dredd* is not really the kind of game that lends itself well to the Game Boy. The action is just too small to be enjoyable, and even on a Super Game Boy, the layered effect of the backgrounds only makes things completely hazy and confusing.

The action, however, is pretty close to the original version of this game. The mission objectives are still there — as is a great deal of running, jumping and, most importantly, shooting. All this action is so tiny that it's hard to make much sense of it. If you've got a great deal of time on your hands, and don't mind doing a good bit of squinting, this game could be fun. There is plenty of action and several stages to master before you've used this game up. The question is

whether the game can hold anyone's attention long enough to prove itself a worthy contender.

It's very possible that *Judge Dredd* is simply too involved to make a successful translation to the Game Boy. If you just can't get enough of *Judge Dredd* action, however, this one can at least go in the car with you.



The graphics take a pretty big hit in the translation from the 16-bit version.

- 8 GRAPHICS
- 5 MUSIC & SOUND
- 6 INNOVATION
- 5 GAMEPLAY
- 7 REPLAY VALUE

OVERALL
61%

CHAMPION	AGE 46
5' 4"	255 LBS.
REACH 75"	74 - 4-0
66 BV KD	
GEORGE FOREMAN	

George has never looked so good.

- 6 GRAPHICS
- 7 MUSIC & SOUND
- 6 INNOVATION
- 7 GAMEPLAY
- 6 REPLAY VALUE

OVERALL
65%



The action level in the Game Boy version is still pretty intense.

CASINO FUNPAK

System: Game Boy

Publisher: Interplay • Developer: Interplay

now available • \$34.99

8 GRAPHICS

6 MUSIC & SOUND

5 INNOVATION

7 GAMEPLAY

9 REPLAY VALUE

OVERALL 76%

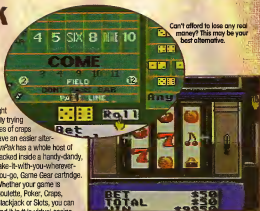
Searching for a way to bone-up on your casino skills?

Perhaps you're on your way to the real casino night now, and you're frantically trying to go over the betting rules of craps in your head. Well, we have an easier alternative for you. Casino FunPak has a whole host of realistic gaming action packed inside a handy-dandy,

take-it-with-you-wherever-you-go, Game Gear cartridge. Whether your game is Roulette, Poker, Craps, Blackjack or Slots, you can find it in this virtual casino.

For the most part, Casino FunPak does pretty much everything it sets out to do and, aside from a few awkward controls, it does them well. The graphics are clear and simple, and the animation sequences, which are pretty good but unnecessary, can be

Turned off to speed up the virtual casino.



Can't afford to lose any real money? This may be your best alternative.

PRIMAL RAGE

System: Game Gear • Publisher:

Time Warner Interactive Developer:

Probe • now available • \$39.99

Making its debut in the arcades, *Primal Rage* quickly became a bit of a phenomenon. The astonishing graphics, great characters and plenty of bloody moves made the original a favorite with one-on-one fighter fans in a big hurry. Now, *Primal Rage* has come to the Game Gear, and yes, it is right to question whether it has survived the transition. The answer is, surprisingly perhaps, yes. In many ways, the Game Gear version is even more impressive than the sixteen-bit versions.

The graphics are very sharp on the Game Gear screen and most of the moves have made it to this version. There was one character that had to be sacrificed however, so for all you Vertigo fans, I'm afraid I have some bad news. Other than that, there's quite a bit to be excited about here. The action is fast and very close to the original version. The music is pretty good and the blood managed to make it in as well. It would be difficult to argue that there has been any better fighting game for the Game Gear, especially if you're already a fan of this game.

If your favorite character is Vertigo, you can start crying now — he didn't make the cut



The graphics and bloody action translate pretty well to this miniature version of the arcade hit.



The computer is a pretty tough contender most of the time.



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NEW GAME DIDN'T REDEFINE THE



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namco

Thrust blocks. The first aggressive blocking system ever in fighting games.



More deadly combos than a fast food restaurant



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ENTIRE FIGHTING GAME GENRE.

HOW APPROPRIATE.

When revolutionizing the world of fighting games, it's good to have such encouragement from the guys in the corner offices. Introducing WeaponLord™ Combat with a cutting edge. WeaponLord features



weapon-to-weapon combat in classic medieval tradition, with all kinds of combos that disem-

bowel, decapitate and dismember. Plus a fighting system that's more advanced than those in most arcades, not to mention the first aggressive blocking system ever. Play it and see for yourself. WeaponLord

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ALL CHROMIUM**



GP SPORTS



My latest look at PlayStation 1 has me all excited about a finished product. All this waiting for the 32-bit sports games and all the excitement had me pretty down on 16-bit games. However, when NHL '98 came across my desk, it was real easy to gain enthusiasm. The game is even better than NHL '95, which was unbelievable! Hockey fans and gamers in general have to check this game out.

Next month there are going to be more updates on the upcoming 32-bit titles, plus reviews of 16-bit Madden Prime Time Football and NHL All-Star Hockey for the Saturn. Keep reading these pages for the best sports section in the biz.

Mike

HEAD ON SOCCER

Publisher: US Gold • Developer: US Gold • now available • \$55.95

Just last month we had a full look at the Genesis version of this arcade-style soccer game. This month we give a quick glimpse at the Super NES version. Head On Soccer isn't a sim like FIFA, instead, it's an arcade-style action game. Just put in the cart and start kicking.

The ball control can be tricky as you only get one isometric view of the pitch, making a long pass guess-work. Special players like



The Super NES version plays just as fast as the Genesis and looks a bit better.



Barger and Striker use unique special powers to make this game even more arcade-like. The Super NES version is nearly identical to the Genesis, but Super NES owners are more likely to enjoy this type of sports game. Multi-tap owners are sure to enjoy this game, but don't expect the depth of play that a FIFA game has.

The special players and violent approach to soccer give Head On a different kind of appeal.



The goal celebrations are simply awful, and can't even compare to FIFA. But this game still has enough positives to warrant a look.

- 8** GRAPHICS
- 7** MUSIC & SOUND
- 8** INNOVATION
- 9** GAMEPLAY
- 8** REPLAY VALUE

830%
OVERALL GP RATING

ON DECK...

MADDEN '96

EA for PlayStation

We showed you all the pre-rendered goodies on this hotly-anticipated title last month. Now we've managed to sneak a shot of actual gameplay. Man, I am impressed! If this one moves as smooth as it looks, then every sports fan has reason to rejoice and sing praise



Even up close, the players really look sharp, and this game isn't even complete yet!



Take life-like players, add in realistic stadiums (like Joe Robbie pictured above), and you're ready for some football!



The Bears and the Niners recapturing last year's playoff action. Check out the large players and sweet uniforms.

NBA LIVE '96

EA for Genesis, Super NES

The annual EA updates are on their way! NBA Live '96 is the latest in the 16-bit hoops series. Live '95 added the 3/4 perspective and some faster gameplay. Now if they can improve some more in '96 we could be in for a great hoops effort. The Raptors and Grizzlies are included as well as the option to create a player, which means you can finally play with your favorite rookies. The early screens look real similar to the last effort — now if the gameplay can get a bit more realistic, this one is going to be a slam dunk.



Potential move as the Hawks's skyline, or a back!

Here's the Toronto Raptors — check out the logo at center court!



Create your own player to add your favorite rookies and free agents to your team!

If '95 was great, look for even better things from NBA Live '96

NHL '96

System: Super NES
Publisher: EA
Developer: High Score/Tiburon
now available • \$64.95



The ice is a much nicer white on the Super NES and the animations are still great

As everyone knows by now, the Super NES version of the NHL

series has been appreciably weaker than the Genesis every time. As a matter of fact, the Super NES version hasn't even been close once. That is, until this year. NHL '96 for the Super NES has all the features of the Genesis, plus a slightly sharper look and gameplay that almost matches up.

One plus on the Super NES side is the use of the L and R buttons, making it much easier to slam on the brakes and pull off a Spin-O-Rama. However, the computer AI just isn't solid enough to give the kind of challenge the Genesis does.

NHL '96

System: Genesis
Publisher: EA
Developer: High Score
Now available - \$64.95



Injuries, crushing checks, and sprawling saves are all captured with incredible animation.

starting to resemble humans as opposed to blocks of pixels. The sound has been enhanced with more effects like the slamming door of the penalty box. The computer opponent is a bit tougher, so that winning every game isn't as easy as last year. There are now three difficulty levels to choose from, although only the toughest is any challenge to veterans of the series. The goals are tougher to score on. New moves and more ways to score, including one-time touch passes and a

Spin-O-Rama add to the strategy. Completely updated rosters, season stats, trades, creating players, and four-player play are all here as well, making NHL '96 the new benchmark for hockey games.

And the fights are back! Missing from the EA hockey series since '93, the brawling goes on now returned. The fights have never been an integral part of gameplay, but they're a nice break in the action and good fun. However, EA has even managed to work the fights into the gameplay. When two players square off, the fight doesn't start until the gloves drop. If your top scorer is locked up with a big goon, you can hold onto your gloves and let the other guy summa! you. He'll receive an extra penalty for instigating. They've also added pulling the jersey over the other fighter's head as an option. That's one humiliating way to lose a fight. Another great thing about the fights are that they don't happen often enough to get in the way of the game and only happen when two aggressive players confront each other.

The only thing wrong with this game is that every sport isn't captured this great. Buy this game now or you'll be forced to send a squid to your door.



Don't get me wrong, this is easily the best Super NES hockey game ever and a great game, it's just not quite up to the level of the Genesis product. If you have both systems, buy the Genesis version. If you only have a Super NES you still won't be disappointed by this one.



When the players put on the brakes, the Super NES version offers up a shower of ice. Very nice effect, huh?



There is still some great gameplay in the Super NES version, but it moves too fast to incorporate the kind of strategy the Genesis has.



Some great gameplay as in '95. The pass to the center and the one-timer to the corner.



The Spin-O-Rama is a new weapon that can leave the defense puzzled.



Drop the gloves and start punching. The fight is back. Now humiliate your opponent by leaving him on the ice with his jersey over his head.





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digital jungle
out
there.

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ARCADES

The Line

There's a giant batch of new arcade games coming down the line. Namco is working on a top-secret new 3-D *Toshinden*-esque fighting game that promises to be awesome. The folks at Namco won't deny they're working on it, but they also won't let us see any early stuff. Hopefully, by next month we'll be able to bring you an early look at the next great fighting game at the arcades.

Namco's also putting out a new racing game called *Rave Racer*, which is *Ridge Racer* Deluxe. The cars are faster, the courses are tougher, and the music is, well, it's rave.

Meanwhile, over in Sega's camp, they're working on a new arcade board called *Titan*, which is going to be used for games like *Golden Axe: The Duel*, which is coming out shortly.

TEKKEN 2

Just as *Tekken* arrives comfortably in the laps of lucky PlayStation owners, Namco sends another polygon puncher to the arcades.

So what's new in *Tekken 2*? First off, *Tekken 2* has an even better look than the original. The characters aren't anorexic any more, and look much more solid. The backgrounds are all new and much better, with cool lighting tricks and some beautiful scenery. The most astounding back-

ground is the church complete with stained-glassed windows — it's a sight to see. *Tekken 2* is more than a face-lift to the original, with several changes that enhance an already great game. Each character has been

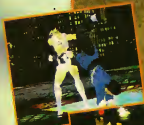


Jun and Lei are the new characters and they look to be related.

THE NEW GUYS



Jun adds another femme fatale to the *Tekken* field. She brings a host of smooth moves, including a vicious arm-breaker.



Lei loves to go to the ground and use some wild moves. He moves a lot like *W2's* Shun.



armed with even more moves, making *Tekken 2* the fighting game with the most moves. Possibly the oddest addition is Yoshimitsu's *Hard* *Karl* move, where he impales himself with a sword. Perhaps that move is a lesson to the button-mashers of the world.

There are also two new characters — Jun and Lei — who have joined the field of competitors. Both characters bring some great new moves totally different from the other

fighters. Another new addition is that the character's heads follow their opponent's example. If a character is jumping in the air, the other character's head looks up at him and his head looks down. Doesn't add a lot to gameplay, but it makes *Tekken 2* that much more realistic. If you like the first *Tekken*, then *Tekken 2* is going to blow you away.

The Old Gang

Kazuya's been replaced by Heihachi. The rest of the gang got a face-lift and even more moves.



Speed Racer

Finally you have your chance to drive the illustrious Mach 5. You take Speed's car through three different environments, each environment has its own horrendous obstacles to overcome. But not to fear, you have the keys to the fastest racing machine ever, and you can overcome these obstacles by quickly steering around them or jumping over them (like to see Michael Andretti do that). At other points in the race you're required to use the Outer power-up to blaze through a forest, or blowout your opponents with Ninja's Spike Board.

In one environment you have to save up your jumping power to go over a huge river of lava. And possibly the best part of this game is the part where you race along a cliff. When someone tries to pass you on the outside, you can run them off the road! Not anything visually stunning, but a game that promises some good old-fashioned fun.

There's Speed and the Mach 5 all at your fingertips! Now where's Racer X?



A giant jump over a bed of lava is enough to keep your butt warm.

Rave Racer

The title that describes Rave Racer quite well is Ridge Racer 3. It runs on a super-system 32 board and is leaps and bounds faster than the original Ridge Racer. There is also a much-needed variation in tracks, alternate routes, incredible jumps, beautiful visuals, and rave music to race with.

Rave Racer may just be another racing game, but it is much better than Ridge Racer or Ridge Racer 2. If you want some of the best arcade racing around, scrounge up some quarters, call some

friends, and find this game. It is fast!!!

One lonely machine can be fun, but four linked machines is where the real fun is at.



It may look like Ridge Racer, but once you sit down to the blaring rave music and ultra-high speed turns, you see the difference.



Alpine Racer

Skiing games always seem like a good idea, but when you're controlling the skier with a joystick, it just doesn't feel right. Namco has taken care of that problem with Alpine Racer. You stand atop a pair of



skis, holding onto poles and go head-first into some of the latest, most frantic skiing ever. The graphics are silky smooth, the crashes are crushing, and the control is fantastic. You can swing your hips for wide turns and, for the sharp turns, you can even catch an edge. This game is so much like skiing that you're likely to get off the machine with windburn and snow down the back of your shirt.



It's got chorrifits, dry patches, ice, and the occasional fall. The only thing you can't do in Alpine Racer is break your leg (well, I guess you could).

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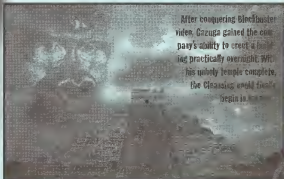
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THE STORY SO FAR...

Centaurbill and his Billinbytes have begun their unholy crusade. Gazuga has returned and hoarded all the vegetables. Only the dancing faithful have been spared the torments of the Cleansing. The end is near.

And all Patrick can get
to eat is Fiat Nigood!



After conquering Blockbuster
video, Gazuga gained the com-
pany's ability to erect a fan-
tasy practically overnight. With
his unholy temple complete,
the Cleansing could finally
begin in earnest.



Warrior Shell
Catchers led
the way... and
made one great
catch each!

I got it...
I got it...

HABEEB

was freed and the Unholy Three cele-
brated into the night. Later the next
morning, after the Sand Ritual and
the Yabing of the Alfa-Seltzer,
they sent out the command
for Major Hooley to send
out the word to begin
the Final Dance! Then,
they sent out for pizza!

And Co., the Army
of the Undead and
Possibly Brain
Drainage, led by
Hooley, and bearing
with the slightly Beer
Brewer, did lay siege to
the asylum wherein
Habebib lay imprisoned.
The siege would have
ended sooner, but you
had to wait a really
long time in line to get
a beer, or a shot at the
Porta-Potties! And ver-
ily, in the end, they
were victorious!



Unholy
to people,
real

Two our
bathrooms!

Unholy
to those who
oppress and

Somewhat
right a
witch, quick!



Hokay!

This am Major Monkey and it be time to start the Final Dance. This song is dedicated to Ben, Nick and Emily and all the kids as the Driven-in!



All of the Faithful began the Final Dance. No one knew what would happen, not even Mark Schultz, of Toledo, OH, who was the Step The Cleaning Dance Contest. Some called it Satan's Sedg' Day, others called it The Jager Drum (these plays weren't too bright!).

tilt!

Suddenly, the Earth shifted on its axis! Whole continents were ripped from the surface of the Earth and flung into space! Huge chasms opened suddenly and real stinky vapors rose from the bowels (yes, we GAZE at that word) of the planet. Entire armies of cloned warriors and immense black parties of dancers were either flung into space or swallowed by the dying planet!

Gosh, you really dance swell. Mary Ann! Let's go... AAAAAAHHH!

This is my favorite song, Tina! Do you wanna dance... EEEEEH!

Lizard see big hole in ground... Not dance that way... One, two, cha-cha-CHAAAAAHHH!!!

Hey, I can see what's left of my house from up here!

In the violent upheaval that ensued, Mahesh the Torturer fell into a bottomless chasm. Long the Decapitator was buried under a red-hot pulsing lava flow, and Mooogoo...

...well, Mooogoo the Thunder was thrown high up into the stratosphere. It's unknown if his momentum or the gasses from his Sacrificial Chinese Sept Hen did it.

No one is really quite sure what became of Gazebo. Some say that during the final moments of the cataclysm, Gazer X appeared and dragged him into a piece of gerbil tubing, which was flung into deep space. Still others say that he caught the last bus to Bakersfield. Either way, no one knows!

THE END...?



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TOSHINDEN

GET OUT ALIVIE!

KEY

WK... X
WS... Square
HS... Circle
HP... Triangle
S... Either
Slash button
K... Either
Kick button

If you're using the normal configuration of buttons, they translate to this.

DESPERATION CHEAT

In Very Easy or Easy Mode, you can pull off any character's desperation move by holding down the two right shoulder buttons and down on the controller.

Now your friends can call you the Desperate Duke (in other words, you can be like Mike—Mike Salmon, that is).

PLAYER SELECT



THE BASICS

- Each character has a throw move which is done by pulling back and hitting either hard attack button when standing close to your opponent.
- You can configure the buttons so that four special moves are on the shoulder buttons.
- If you do that, then you can roll by tapping down twice.
- Run forward or backward by tapping twice in that direction.
- The moves vary depending on where you are in relation to your opponent (you get a butt of the sword close in and a slash when you're farther away).
- Beat the game on normal or harder without using any continues and you get to fight Sho. Beat him and you get the game's real ending.



CHANGE CHARACTER COLOR

Pick your character in an alternate color by pressing select.

Red Duke and Red Ellis are the only colors for these characters. And besides, Red Duke has that cool scar, and he's my favorite, so there!

Combos

- 1 WS, WS, HS
 2 WS, WS, Claw Slide
 3 (Crouching) WK, WK, Claw Slide

Tips

- 1 When opponent is on ground hover over him, doing a Jumping Bubble.
 2 Use Flying Foot to knock opponents out of air.
 3 Surprise a standing opponent with the Claw Slide.



SOPHIA

Tips

- 1 Use the in-close HK to hit opponents who are blocking low.
 2 Use the HK when getting up to surprise opponents.
 3 Her throw move (the Br'ch Slap) is the most humiliating move ever.

Combos

- 1 WK, WK, WK, Aurora Revolution
 2 WS, HS, WS, Either Rattle Snake
 3 WK, WS, Either Rattle Snake
 4 HK, HK, WS



ELI SHINJO



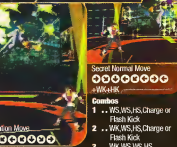
Slide Kick ○+WK

Combos

- 1 .. WS, WS, WS, HS, Charge or Slide Kick or Fireball
- 2 .. WK, WK, WK, HK, Slide or Charge
- 3 .. WS, HS, HS, Fireball or Slide or Charge
- 4 .. (Crouching) WK, WK, WS, HS or Charge or Slide or Fireball



- Tips**
- 1 .. Do Spinning Raise while getting up (if opponent is near).
 - 2 .. Do Deadly Raise when opponent rolls — you always hit.
 - 3 .. Jump over opponent and hit them with Flash Kick.



Secret Normal Move

○○○○○○○○○+WK+HK

Combos

- 1 .. WS, WS, HS, Charge or Flash Kick
- 2 .. WK, WS, HS, Charge or Flash Kick
- 3 .. WK, WS, WS, HS

DUKE B. RAMBERT



Tips

- 1 .. Jump over your opponent and use HS to hit him on the backswing.
- 2 .. Use Helmet Crush on an opponent just getting up to give 'em with a vicious hit.
- 3 .. When an opponent lands next to you, use Spinning Slash just as he lands.

Combos

- 1 .. WS, HS, HK, WK
- 2 .. WK, WS, Spinning Slash
- 3 .. WK, WK, WS, WS
- 4 .. WK, WS, Desperation Move



Desperation Move
00000000+HS

MONDO

Combos

- 1 .. WP, WP, Quick Spinning Stick
- 2 .. WP, Quick Spinning Stick
- 3 .. (Crouching) WK, WK, WK

Tips

- 1 .. Use Low and High long stick to surprise opponents far away.
- 2 .. Jump and use fireball for long distance fighting.
- 3 .. Use the hold, move near the edge and throw your opponent over.



RUNGO IRON

Combos

- 1 .. WS, WS, WS, WS, Line of Fire
- 2 .. WS, WS, WS, WS, Charge
- 3 .. WK, WK, WS, Charge or Line of Fire
- 4 .. WS, WS, WS, WS, Desperation Move

Tips

- 1 .. Use high hard slash to whack crouching opponent's head.
- 2 .. Use Jumping Shoulder in close to knock your opponent down.
- 3 .. Use Slow Rising Fireball to keep your opponent from getting to you.

ELLIS

Arc Slash
○○○+Swim (jumping)



Low Flash Kick
Initiate Flash Kick as soon as she leaves the ground.



Blue Flash
○○○+K

○○○+K

○○○+K

○○○+K

○○○+K

○○○+K

Sliding Kick ○+WK



Flash Kick
○○○
(while jumping)

Combos

1. Sliding Kick, WS, WS, HS
2. Sliding Kick, Low Flash Kick, WK, WK, WK
3. Sliding Kick, Flash Kick, Knife Charge
4. WS, WS, WK, WK, WK, WS or HS or HK

Tips

1. Low Flash Kick—Jump and do the flash kick the instant you leave the ground.
2. Use the Sliding Kick to get in close to the opponent.
3. Jump over your opponent, then hit him with the flash kick on the other side.

GAIA

Tips

1. Do Full Stream at opponents while they're getting up—it does damage even if they're blocking.
2. Sidestep is a deceiving and successful attack.
3. Surprise charging opponents with the fireball.

Combos

Gaia is too slow for serious comboing but his long-range attacks are second to none.



Secret Normal Move
○○○○○+HS+HK

Desperation Move

○○○○○○○○○+HS



Fireball

○○○○○+WS or HS



Sidestep

○○○○○+WK or HK

Sea Slash ○○○+HS



SHO

Combos

Sho can perform any of Eiji's or Kayin's combos, and they'll do more damage.

Tips

1. Do sword spin while getting up (if opponent is near).
2. Do charge when opponent rolls—you always hit.
3. Use double fireball to thwart charging opponents.



Charging Flash Kick
○○○+WS or HK while jumping



Double Fireball ○○○+WS or HS



Charge ○○○+HS



Knife Spin ○○○+WS



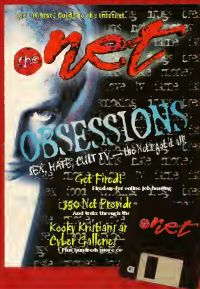
Flash Kick ○○○○+WK or HK



Sliding Kick ○○○○



Secret Normal Move
○○○○○+HS+WK



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BRKA2

BUG!

Get away from me kid...
You're bugging me!

The inventiveness of *Bug!*, The first 3-D platform in existence, doesn't stop at the mere fact that there is great danger in every conceivable direction. In fact, some of the most impressive innovations are found in its deepest side-scrolling roots. Since the earliest days of the side-scroller, the element that has always presented the most fear, challenge and fun has been the big bad boss that stood between you and the next level, and *Bug!* is not going to let you forget that.

In *Bug!*, the player finds some of the most creative and challenging bosses that have shown up in any game in a long time. Taking into account the newly available third dimension, the creators of this game have come up with some excellent challenges, which, as you will see, will take some time to master. With practice and carefully timed action, these bosses will fall prey to your gaming prowess.

INSECTIA

The first boss is, as you may have guessed, one of the easier ones to master. To beat the giant snail you just have to keep your wits about you and be sure to take advantage of every opportunity to attack.

The first step to beating this boss is avoiding being underneath it when it drops to the ground.



The first round of bombs can be avoided nicely by running to the very edge of the platform.

Of course, the most important thing to remember about fighting this boss is to jump on his back anytime you see a chance.



The triple bombs are easy enough to avoid, if you're ready for them. Once you see them falling quickly run out of their range.



The only really dangerous part of this bomb is the trail. Be ready to jump.



When the fly-by bombs start falling, find a safe place and stay there until they've gone by twice.



Ah, sweet victory.

REPTILIA

In a strange twist, the boss that protrudes Reptilia is actually easier to defeat than the first boss. There is one basic pattern that, when learned, aids you in defeating this ugly troll in no time. Even though this boss isn't too tough, he's very cool looking, and all the bosses after this one are pretty nasty.



Run to the left after the very first bounce.



Run to the right and jump on the spring to launch the boulder.



Stay off the way in the left corner until the boulders stop moving.



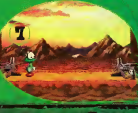
Run to the left and repeat the same action.



Keep moving left and right to avoid the tongue strikes.



Stand near the middle as he calls on his boulder friends.



Repeat this pattern until he disappears.



Be sure to collect the spitter's juice at the beginning. You will need it!



Move to the front of the platform to start 2 moving.



Spitting is a good way to get in a quick shot on this boss, but jumping on his head is more effective.



When the first platform starts sinking, jump on the dragon's back to move over to the next platform.



to jump in the air to avoid its impact.



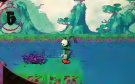
This time, when the dragon spits from behind, you have



When he sticks his head up directly in front of you, quickly duck and hold until his spit flies overhead.



Don't panic when he starts spitting from behind you. Simply move to whichever side he's not spitting on.



Landing on the smaller platform is a little trickier, but not too tough.



Jumping on the dragon is still the most effective way to do damage.



There's just a little more jumping on his head left before he is finished.

Enjoy!!!



SPLIT

OK, now this is a boss. It may not look like too much trouble the first 50 times you try to beat him, but trust me, he's a cagey little bugger. The key to this boss is not brim so much as learning his patterns and being light on your feet. This boss is made even tougher by the fact that there are several different battles to win before you win the war. Take them one at a time and you shouldn't have TOO much trouble.



This boss is pretty cool, until the fish start flying right at you.



The tennis racquet is Bug's best friend. Snatch it up quickly.



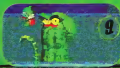
The crab is Bug's worst enemy. Take him out as quickly as possible.



Once you've got the racquet you can start knocking those fish back to where they came from.



Once you've taken out one of the tentacles you have a safe spot to stand for a little while.



Now commence kicking out the other three tentacles, keeping in mind that once they're gone, so is he.



Once you've pegged him a few times, you have to spend some time hopping on his tentacles.



Start moving along the path watching for his mighty jumps the whole time.



BURRBS

This is definitely one of the more unusual bosses in an already unusual group. The key to fighting this creature is to always keep moving. His attacks are mostly based on brute strength and, with a little bit of fancy footwork, they can be avoided all together. Trust me, the alternative is near unthinkable. Take heart in the fact that this boss is one of the meanest of the bunch and close to the end of the game.



When you get to the end of the road, hop on the moving platform to get to the next level.



If the platform is not ready for you, move back and forth at the end of the road for a second to avoid getting hit with a giant snowball.



Then get back on the path and head towards the end.

Now you have to hop on his head several times. Use the mushrooms to give you a boost.



When he jumps back to the platform in the rear, get towards the middle and run under the first bounce of the snowball he tosses at you.

You only get a few seconds at this point to jump on his head, so be quick about it.



When he grows to about twice his original size, you just have to jump on his head a few more times before he calls it quits.

ARACHNIA

Congratulations! You've made it to the last boss. This is no small accomplishment and you should definitely be commended for your efforts. Now, let's see, how can we reward you for making it to the last boss in a game as tough as Bug!? Wait a minute, I think I've got it. Yeah, how about if we give you just a few choice hints at how to beat him? I mean, you do want to finish the game, right? Now that you've put this kind of work into getting here, I would hope there's nothing more important in the world than beating that creep, so if that's what you're thinking, have a look at the following tips. Otherwise, I just don't know what to tell you, except that you're sick.

strategy

SATURN



Get the last boss round started by jumping on the little platform in the sea of fire.



When the platform stops moving, quickly jump to the main platform.



Stand just to the right of the center while he swings back and forth on his web.



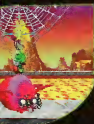
Once he starts dropping his little cronies, jump right, then left, and then left again over the third bug and on to the spider's back. It's important to hit the spider with your last jump or you won't have time to do it at all.



As soon as the bullets stop, jump on his back. You only have time to do it once, so make it count.



Now that you've jumped on his head three more times you have to get moving to the right.



Once you've hit him three times, get directly underneath him and wait for the bullets to start flying.



Move with the spider to avoid being filled with lead.



Follow the same patterns as before to avoid the machine gun and his little helpers. The patterns still work, there's just not as much room for error this time through.



Once you've made it to the big platform, be on the lookout for the dive-bomb attack, and quickly jump on his head when he hits the ground. This part is actually pretty easy.

Everything from here on out is a cake walk to victory.



Congratulations!



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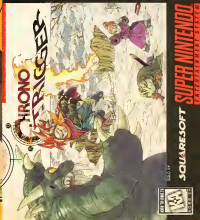
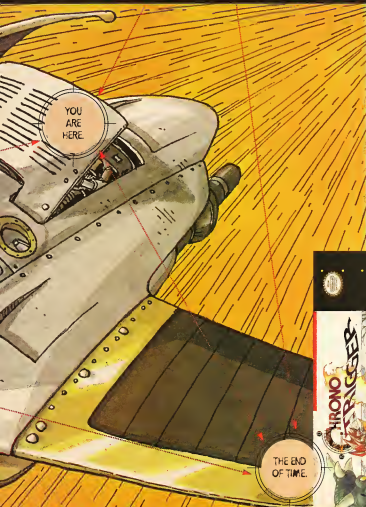
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We at *Game Players* like to think that we know our readers pretty well. (That's why we don't sleep very well at night.) You eat, sleep, and breathe videogames. You're the type of player that's always looking for a bigger and better thrill, and you don't care what it takes to get it, but the fact is that chasing a porcupine down a busy freeway while blindfolded is getting kinda old. Basically, you'd sell your grandmother for an MK3 arcade machine.

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Get 1000000000

Things to Try

Not satisfied with the loot you've got? Try this.

Once you've gotten the pendant that unseals the 'mysterious force,' go to 600 AD. Go through Truce, Dorine, the Castle, and Pome. Open the sealed chests, but don't take what's inside.

Return to 1000 AD, and collect the stuff there. You find that being open for a few hundred years has upgraded their status.

Now, you can return to the past and gather up what's there as well.

At the back of the castle, you'll find a secret chest.

This works only where you find a sealed box—in the villages, in the caves, and in the Phantom Castle. Just remember to grab it from the present first, then go to the past. It's nuts, but it works.

And don't underestimate Aylo's 'Charm' tech. She can grab all kinds of goodies, especially in the Black Omen stage. Goons give up Nova Armor, Ruminators give up MogoEldars, and Lovers spawn give up Safe Helms and Hostile Helms. Even Queen Zed's hands give her Prism Helms and Prism Dresses. Just have Aylo equip the Charm Top.

Prism Dresses. Just have Aylo equip the Charm Top.

Don't Say It's Over

Ah yes, but all good things must come to an end—several times in this case.

OK, so you reached the end of the game and beat Lovers. Great. The usual ending has several variations depending on how much you accomplished—whether you saved the forest, found Schola, etc. Sit back and watch; you deserve it.

On the other hand, for a real kick, use the 'New Game+' feature, and start another game with the pumped up characters from the last one.

Now, when you reach the Millennium Fair, notice that the right hand telepod has a tiny, sparkling speck. That speck leads directly to Lovers in 1999 AD. Whoa! If you're characters are buff enough, it's possible to beat the slimy critter with just Crone and Marie, right off the bat.

This leads to a very, VERY different ending which has to be seen to be believed! Now try going at various other times, with different characters. Good luck, and good hunting.



Characters: ©1995 Square Co., Ltd. ©1995 Bird Studio/Sheetsa.



Finally, baseball with



Nice screen shot, huh?



Cool 3D Graphics

Abbbb, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Phew-ee. Good thing there's Virtual League Baseball™ — with big league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18





out the chili dog farts.

world-class teams. Set your own pitching rotation. Pick your DH. And play Single Game, All Star or Pennant Race modes. Catch this, too: It's the only ball game good enough to play in the Virtual Boy ball park. So don't just sit there waiting to burl. Slide into the store, and give it a crack.



KEMCO

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GAME SLAYERS



'Marines, we are leaving!', screamed the game cart, as it emptied its gun in a wild, uncontrolled burst. 'Game over, man, game over!' said Jeff Lundrigan, sinking his alien fangs into the game cart's chest.

THE LOST VIKINGS

Interplay for Super NES and Genesis

Help me! I have prayed to Gazuga but he says I am not worthy of his advice, so I guess you're the next best thing. I've made it all the way to the Arena, and I need to know how in hell you get the red key in the beginning of the Ballroom (the third section of the stage).

Bryan Bonhorst
Pierre, SD

I was going to make some joke about how the frigid climes of South Dakota probably helped you empathize with the Vikings, but I decided against it. The key in question is reached by using Eric, you just have to be a little tricky about controlling him. Along the way, I'll go ahead and print a map of the whole Ballroom, just for kicks.

The trick to reaching the key is almost embarrassingly simple. Just have Eric hang near the bottom of the ladder, press and hold the Jump button, and THEN push right on the control pad. Just make sure to push up when he reaches the next ladder so he grabs on — wouldn't want a fried Viking, now would we?



Came and see the ballroom. It's NICE isn't it? We just had it DONE!



Hello again. The *Myrt* letters are now knee deep around my desk. Come on folks, am I the only one giving out help with this game? Don't you have a crazy uncle or someone else you can bother with your endless questions?

But enough of games that are peaceful — if answering — let's get on to something with teeth. *Elemental Champions* for Sega CD has also flooded my mailbox, and I have to say I'm not surprised. This little gawdaw has more hidden stuff than any game has a right to. Fortunately, I had help on this one, when a kind reader e-mailed me his own FAQ on the game. It's just nice to be thought of, y'know?

Unfortunately, while the information he sent seems complete, I was a little short on time to be able to confirm everything. So, if something comes up bogus, e-mail Andy and let him know. That's how FAQs are supposed to work. Anyway, until the next time I dig myself out from underneath the tons and tons of *Myrt* mail — flucky@netcom.com

Jeff

MYST

Panasonic for 3DO

I only have one simple question for now. How do you get that STUPID DAMN SPACESHIP to take you to the Selenitic Age? I managed to get all the circuit breakers closed, but I keep tripping them. I know I need 59 volts, but how do I do that, and what else do I need to know when I get inside?

Roger Franklin
Trenton, NJ

For a guy with one simple question, you sure ask a lot of 'ems. Anyway, the key to powering the ship is just paying attention to how many volts you can turn on with each of the buttons on the right side of the generator control panel. They each bring up a different voltage, and you need exactly 59

MYST

Panasonic for 3DO

volts to power the ship (check out last issue's Game Slayers for details on how to use the Marker Switches and rotate the Tower to find out clues). With a little math, you can figure it out. However, since I've



I'll assume you can all find the circuit breakers and reset them on your own, just in case something goes wrong.

On your way to the ship, stop by the library and open the Selenitic Book to this page of notes. Or, just open your magazine to the page with the picture of the page on it.



Now, once inside the ship, ignore the harpsichord and just count notes on the sliders. It's much easier, trust me.



gone ahead and done it for you, you won't have to think at all.

Once you get into the ship though, the really annoying part begins. Fortunately, I've been there before you, and figured a way to cheat, sort of. Inside the ship, you've got a series of five musical sliders you have to set to the correct notes in order to get the thing moving, and you can find the proper notes in the Selenitic book in the library. On the other side of the ship's cabin, four long screens away, is a harpsichord you're supposed to use to get the tones when you set the sliders. Unfortunately, if you're as tone deaf as I am, it's not much help at all.



Instead, move the slider carefully and listen for the notes to change, counting the notes so they correspond with the number of keys

over on the harpsichord. For the first slider, it's the eighth note on the scale, for the second, it's the twentieth, for the third, it's the twenty-third, for the fourth, it's the thirteenth, and for the fifth, it's the sixth note. It ain't easy, but it's easier than doing it by ear.

Myst is going to be one that doesn't go away, I can tell.

Ah, there's the book. Now just touch it and your on your way to a new world of pain. Have, uh, fun.

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

Deep Water for Sega CD

There's no real letter here, just a FAQ that was e-mailed to me by its author. Since I've been deluged with letters about ECCD, I figured I'd just pass on the information, and tack on one or two points I found from other sources.

We printed a nigh-complete list of Overkills and Sudden Death moves back in Issue 74, so I won't bother going over those again, except for three that were unknown at the time. Since we only had about half the Vendettas and no clue on Cinekills, I'm going ahead and printing them all.

As for hidden characters, be aware that I'm printing some of these with no guarantees — it's been a busy month, and I lacked the time (OK, and in a couple of cases, the skill) to confirm some of them first-hand. I've been told from reliable sources that this list is pretty much on the money, and that they all should work, even if they occasionally include a couple of unnecessary steps.

So, everyone send a round of thanks to Andy Michelson at DarkChamp@aol.com or VanDikepr@aol.com. Now, without further ado:

Sudden Deaths and Overkills:

Midnight — Opponent must land between the electrodes to the right of the boots.

Xavier — opponent must stand in front of the tree on the left side of the screen. Hit 'em with a projectile from the right.

Dawson — Have the opponent land on the left side of the third fat car from the left.

Vendettas:

These must be performed during the last match, when your opponent is down to 33% of health and is stunned.

BladeOOOOX (close)
DawsonOOOO, Z
JettieOOOOA
LarsonOOOO Z (close)
MidnightOOO O B (close)
Ramses IIIOOOO B (close)
RavenOOOO Y
RexOOOO B
RiptideOOOO B
ShadowOOOO C (close)
SlashOOOO C (close)
TridentOOOO A (close)
XavierOOOOC

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

Deep Water for Sega CD

Cinekills:

These ain't easy. To pull one off, you have to hit your opponent with an unblockable series of hits, also known as a Power Combo, so that you damage your opponent by at least 33%, leaving them stunned with less than 20% health. If you get the Combo right, a special boss should appear. So, to sum up:

1. Final round.
2. Victim must be stunned.
3. Victim must have less than 20% health.
4. Power Combo icon is on for the winner.

So, here's a few Power Combos, some of which I've gotten to work, others were provided by Sega. Thank them, everyone.

Hidden Guys:

You're just gonna have to trust me on these.

Crispy — A chicken. Play in contest mode and win 100 matches.

Blast — A green Beret. Play in contest mode and win 200 matches.

Chin Wo — Master of monkey-style kung fu. Play in contest mode on Warrior level and win 300 matches.

Eternal Champion — Win with Blast twice on Champion setting. You can only select him in Duel Mode.

Dark Champion — End every match with a Vendetta in Champion Mode, and don't use any continues — just don't lose!

Hooter — An owl. Play a double elimination tournament, lose the first round, drop to the loser's bracket, then win the tournament. Hooter becomes available in Duel mode.

Sanitar — Play in Contest mode on Neophyte, and win every match by letting the time run out (it's tougher than it sounds).

Thamatos — Perform a Vendetta on Xavier while playing in Contest mode on Champion.

Yappy — Reach 2500 points while playing a Survivor Tournament.

Zuid — Play vs the computer in Duel mode and choose Chin Wo's stage, then finish with a Swifteen Death (move loser stand just a little to the left of the right side of the archway and hit them towards the center).

Blade

Jump in with C, \odot +X, \odot +A, A+B+C
Jump in with C, close A, $\odot\odot\odot$ C, $\odot\odot$ X+Y so blade hits in air
Jump in with C, \odot +X, $\odot\odot$ B+C, A+B+C

Dawson

Jump in with C, \odot +C, $\odot\odot\odot$ B
Jump in with C, \odot +A, $\odot\odot\odot$ C, $\odot\odot\odot$ B just before last hit of $\odot\odot\odot$ C
Jump in with C, \odot +B, \odot +C, $\odot\odot$ B+C

Jetta

Jump in with C, \odot +B, \odot +B, $\odot\odot$ Y
Jump in with C, \odot +Y, $\odot\odot$ B+C, $\odot\odot$ Y+Z
Jump in with C, \odot +Y, $\odot\odot$ Y, \odot +A, $\odot\odot$ Y+Z



Jetta — Not a lot of subtlety here, she just thinks about you really hard and reduces you to a bloody, twitching mass. Sort of like my last girlfriend...

Larcen

Jump in with C, \odot +B, \odot +Z, $\odot\odot\odot$ A
Jump in with C, \odot +B, X+Y+Z, $\odot\odot\odot$ A
Jump in with C, \odot +B, $\odot\odot$ B+C

Midnight

\odot +Z, $\odot\odot$ B+C, $\odot\odot$ Z
Jump in with C, A, $\odot\odot$ B+C, $\odot\odot\odot$ B
Jump in with C, \odot +Y, \odot +X, \odot +A, $\odot\odot$ B+C, $\odot\odot$ B+C



Midnight — I'm just gonna hold you down and suck out all your life force. OK? Not OK? Too bad.

Ramses III

Jump in with C, $\odot\odot\odot$ C, $\odot\odot\odot$ Y
Jump in with Z, \odot +A, $\odot\odot\odot$ C, $\odot\odot\odot$ C
Jump in with C, \odot +X, \odot +Y, $\odot\odot$ B+C, $\odot\odot\odot$ C

Rax

Jump in with C, \odot +A, \odot +A, Z, $\odot\odot\odot$ B
Jump in with Z, \odot +A, $\odot\odot\odot$ B+C, $\odot\odot\odot$ B
Jump in with C, \odot +A, \odot +Y, $\odot\odot$ B+C, $\odot\odot\odot$ B

Raven

C, C, $\odot\odot$ A
Jump in with B, \odot +A, A+B+C, \odot

Raven — Pulls the old "accelerate you in time so you get old really fast" trick. Yawn. Seen it a million times.



Riptide

Jump in with C, $\odot\odot$ B+C, $\odot\odot\odot$ Z
Jump in with Z, \odot +A, $\odot\odot$ B+C, $\odot\odot\odot$ Z
Jump in with C, \odot +B, \odot +A, \odot +B, \odot +Z, $\odot\odot\odot$ Z



Riptide — Puts a new spin on the "Kiss of Death" by adding fangs. Believe it or not, I have nightmares just like this.

Shadow

Jump in with C, \odot +C, \odot +C
Jump in with B, \odot +A, $\odot\odot$ B+C, $\odot\odot\odot$ B
Jump in with C, $\odot\odot$ B+C, $\odot\odot$

Slash

Jump in with C, C, $\odot\odot$ C
Jump in with C, \odot +A, $\odot\odot$ B+C, $\odot\odot\odot$
Jump in with C, \odot +Y, \odot +X, $\odot\odot$ B+C, $\odot\odot$ B+C

Slash — Being a man of gentleness and refinement, Slash just bursts your head like a ripe melon. Nicely done, nicely done.



Trident

Back- \odot Z, X+Y+Z, \odot + \odot +B (steep kick)
Jump in with C, \odot +B, $\odot\odot$ B+C, $\odot\odot$ A+B
Jump in with C, \odot +A, \odot +C, $\odot\odot$ A+B

Xavier

Jump in with C, \odot +A, \odot +C, $\odot\odot\odot$ D
Jump in with B, \odot +C, \odot +B+C, $\odot\odot\odot$ C



And here's a couple of Overkills not printed in issue 74. I was going to rant about them, but instead lets just sit back and enjoy their quiet beauty...



Oh-ho, Chin Wo! If you can win, well, a lot of matches, Chin shows up. Good luck.

KEEP IN TOUCH

Send your game questions or any top secret tips to Jeff at the usual address
Game Players

1350 Old Bayshore Highway, Suite 210;
Burlingame, CA, 94010



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ACTIVISION

CODE BREAKERS



The story begins a long, long time ago when Patrick Baggatta was born under the sign of the donkey. From there on out, the idea of fighting his destiny as the Code Breakers' Editor was simply wasted energy.

Hello again. In sitting down to construct this month's code pages, it's my understanding that you've all come looking for some of the hottest new codes available to mankind. Well, we're going to do what we can for you, and I believe in the end you will agree that what we have for you is some pretty cool stuff. If you don't agree, then I'm afraid you'll just have to accept yourself as the kind of person that will never be happy with anything, and that you're destined to end up old and lonely in a low-budget nest home somewhere in Swamp-nidden Florida, wearing a T-shirt that reads "All My Friends Are Invisible". Tough break. Maybe next time you'll try to appreciate something when you get the chance. This month we have codes for all kinds of games on all kinds of systems because it's just the kind of good stuff we like to give our readers. Enjoy!

BUST-A-MOVE

Taito for Super NES

Passwords and More Passwords

In a game like *Bust-A-Move* the ultimate goal is simply seeing how far you can get. Now, you can get as far as you'd like to go. Try the following codes to jump all the way through the game, ten levels at a time.

At the passwords screen enter the following codes.

Sure, we know it's tempting to jump right to level 100, but have some patience and you're sure to get even more

enjoyment out of these passwords.



Now that you've mastered level 50, how about trying level 60, 70, or 80?



Level 10...	XJZBXX	Level 60...	80GCKW
Level 20...	FCZFWC	Level 70...	SWKTR
Level 30...	GSBRTN	Level 80...	4W4C2
Level 40...	LTH30H	Level 90...	SKGTT5
Level 50...	YZXCKZ	Level 100...	23QW65

MIGHTY MORPHIN POWER RANGERS: THE MOVIE

Bandai for Super NES

Power Suit

Did you ever have one of those dreams where you somehow end up at school or on TV or something wearing next to nothing? Well, if you haven't, I'm sure you can guess how unpleasant it must be, so don't let the Power Rangers go out without their power suits, OK?

Now your favorite Power Ranger will be wearing his/her power suit right from the beginning.

At the title screen press Up, Down, Left, Right, X, B, Y, A and Start.



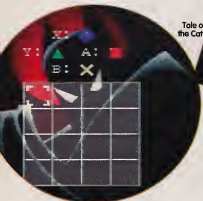
When the letters turn blue, you know you've done the code right.

THE ADVENTURES OF BATMAN AND ROBIN

Konami for Super NES

Pow, Bif, Passcodes

Having trouble with one of Batman's menacing enemies? Well then, skip to the next one. That's what Batman would do, and now you can too. Just check out the following passcodes and the places they can take you.



Tale of the Cat

No Green Peace

Fowl Play

Trouble in Transit

Riddle Me This

Perchance to Scream

Go to Passwords screen and enter the following passcodes.

ASTAL

Sega for Saturn

Astalled No More

OK, this one's a little bit tricky to pull off, so don't get discouraged if you don't get it the first time through, but when it does work it's a mighty handy little tool. In a game like Astal, where getting through one tough stage might be keeping you from enjoying the rest of the game, there is often nothing better than a stage select. Well, here you go then.

When you see the words 'Stage Select' appear at the bottom of the screen, you've done it right.



Now you may choose any level you'd like to play.

Go to Options Screen.

Once at the Options Screen use controller Two and press Left, Right, Left, Right, Up, Down, L, R, and then Start.

When the words 'Secret Mode' appear at the top of the screen, you know you're on your way.

Go back to the title screen and press Up, Down, Left, Right, L, R, A, Y, C, Z, B, X.

PANZER DRAGGON

Sega for Saturn

Rolling, Rolling, Rolling

You know how to do a roll when your life meter is next to empty (double tap in any diagonal direction) but what you'd really like to know is how to roll at any time. Well, that's going to take a code, and since these are the code pages I guess we'll have to give it to you. Oh yeah, I suppose you might also like to know how to use the hidden smart bomb feature as well. OK already, we'll give you the smart bomb code too.

At the title screen try pressing Up, Right, Down, Left four times in a row.



When you hear a crashing noise and see the words 'Rolling Mode' appear then you know you've done it right.



Now that you're in 'Rolling Mode', a double tap in any of the diagonal directions send you into a roll.



As an added bonus try holding any button during a roll and watch all the enemies on radar become locked-on targets.



Let the button go and your enemies are dust in the wind.

Game Players
and **Psygnosis** present the

The Great PlayStation Giveaway



Enter now —
before it's
too late!

What's that? You're sick and tired of hearing about all these great games for PlayStation™ while you're still stuck with your old 16-bit system? No problem — just sit back and let your good ol' pals at **GAME PLAYERS** take care of everything! Our friends at **Psygnosis** — that's right, the people that are responsible for such standard-setting hits as *Wipeout* and *Destruction Derby* — are giving us a bunch of their PlayStations. And we're givin' 'em all to you! (Ain't we grand?) But wait, that's not all! Those warm-hearted folks at **Psygnosis** also threw in copies of their two newest games — *Novastorm* and *Discworld*! (Whew!) How's THAT for a contest?

'Sounds great! How do I win?'

It's simple — we're not going to humiliate you this time, and we don't want anybody killed. Just write the answers to the following three questions on a postcard and send it to: **The Great PlayStation™ Giveaway**, 1350 Old Bayshore Highway, suite 210, Burlingame, CA 94010. All entries must be received before December 1st, 1995. The winners will be selected by random drawing out of one of Bill's empty 12-pack boxes.

1. *Novastorm* first appeared on what platform?
2. Eric Idle, the voice of *Discworld*'s wizard, was a member of what famous British comedy troop?
3. What the hell is that thing in the **Psygnosis** logo?



Novastorm

Psygnosis' first PlayStation™ shooter is packed with blast-'em'-up action. No need for alien diplomacy here — if someone gets in your way, just blast 'em!



The first graphic adventure game for the PlayStation™, *Discworld* is based on Terry Pratchett's best-selling books of the same name, complete with all of the stories' trademark craziness and humor.

Discworld



GRAND PRIZE: Five lucky gamers get a brand-spankin' new Sony PlayStation™, complete with both *Novastorm* and *Discworld*!

1st PRIZE: Five almost-as-lucky winners each receive copies of *Discworld* and *Novastorm*! You'll hafta get yer own darn PlayStation™, though.

2nd PRIZE: 25 not-as-lucky winners get the shirts off our backs, proudly showcasing our fine *GAME PLAYERS* logo, the modern-day symbol of freedom, truth, justice, and... uh, quality T-shirts — for all!

3rd PRIZE: Millions of unlucky readers will get absolutely nothing! Consider yourself lucky — we were gonna send Bill over to model his new summer line!



BASSIN'S BLACK BASS

Hot B for Super NES

They said it couldn't be done, but not only have there been several fishing video games made at this point, but people are actually playing them, and even enjoying them. In considering this phenomenon, we here at **GAME PLAYERS** have come to the conclusion that the only way to increase this sort of enjoyment is with some codes. Here they are.

DEBUG MODE

With the Super NES turned off, hold **X** and **Y** on Controller One and **A** and **B** on Controller Two. Then, while still holding all four buttons, turn the power on.



Once the debug mode has been initiated, start a game and try the following codes.

Conditioning

For control over the general conditions of the game, hold **A** on controller Two at the boating screen.

Then, while still holding **A**, go to the fly-casting screen.

Now you may control the elements.



Timing

At the boating screen, press **X** on controller Two and watch time fly by.

Bassing

LARGEMOUTH BASS
APPROX. WEIGHT:
22.0 LBS.

At the casting screen, press **B** on controller Two to catch some fabulous, and some not so fabulous, bass.

Catching

CATFISH
APPROX. WT:
19.4 LBS.

At the casting screen, press **Y** on controller Two to instantly catch a nice variety of fish.



CODE MONKEY OF THE MONTH

BRAIN FOOD

This month's Code Monkey honors are going to a fishing game. That's right — I said it, a fishing game. That means they're not going to a fighting game, a side-scroller, a puzzle game, a shooter or even a graphic adventure game. And what kind of game does that leave to clean-up on the code monkey honors? Don't make me say it again. OK, you asked for it, a fishing game. That's right, a fishing game. (Bill — Patrick has calmed down now and the seizures have stopped. When he was younger, there was a bizarre incident while on a fishing trip, but he's OK now.) Thanks to **Chad Gabel** of **Bismarck, ND** for the codes.

THE ADVENTURES OF BATMAN AND ROBIN

Sega for Genesis

Holy Bat Getaways!

If I don't receive some personal "thank you" notes for this one, then there is no justice in the world. Let's face it, this game is tough and any help would be nice, but the ability to skip from one level to the next at any point would be even better. Right? Well, let's just say your "bad luck" (hint, hint) is finally over.



At any point in the game press **Start** to pause the action.

Once the game is paused, press **B, A, Down, B, A, Down, Left, Up, C** (Bad Bad Luck).



Now that you can skip ahead to some of those later levels, perhaps you'll finally feel like the crime fighter you're supposed to be.

DAYTONA USA

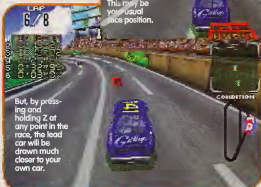
Sega for Saturn

Hey, Wait-up!

That lead car getting a little too far ahead for your taste? Want to make things a little bit more competitive? Well, it's as easy as A, B, Z — that's right, Z.



This may be your usual race position.



But, by pressing and holding Z at any point in the race, the lead car will be drawn much closer to your own car.

OGRE BATTLE

Enix for Super NES

Ogreiffic

As in most strategy games, the hardest part is getting started. I mean, let's face it, it's no fun starting out with nothing. If you knew of a way to start out with some sort of experience, some sort of power, some sort of self-worth, you'd surely take advantage of that kind of knowledge. Well, wouldn't you? If you answered 'yes', and I'm guessing most of you did, then read on. If you answered 'no', then you've got a higher sense of morality than the rest of us. But what fun is that?



Is the name "FIRESEAL" OK?

Enter the name "FIRESEAL" and continue with the game.

When you get into the game you see that you're in pretty good shape — including high level characters and 300,000 Goin.

When you begin a new game, you are given the opportunity to enter a name for yourself.



PANZER DRAGON

Sega for Saturn

Dragonless Flight

That pesky dragon getting you down? I bet you'd like to give him the boot, right? Well, now you can, and you won't even have to give him severance pay.

This code starts way back in the Saturn Set-up mode where you have to choose German on the language select screen.

Once the game is loaded, go to the title screen and press Up, X, Right, X, Down, X, Left, X, Up, Y, Z.



Passing the lead car from this point becomes only a matter of time.

JUMPING FLASH!

Sony for PlayStation

Jumping Clouds!

OK, I'm not even going to pretend like this is an especially good code, but if you just need the instant gratification of a working code, this one works as well as any.



At the title screen hold down L1, L2, R1, R2 and press Up.

When the clouds speed up, you've completed the code.



No really, that's it. I told you it wasn't very good.



JUMPING FLASH!

Sony for PlayStation

The Super Brand of Jumping



This one isn't so much a code as it is an award for doing something pretty fantastic. When you manage to beat all the levels on Jumping Flash! (and you will), you notice that you are given the option to play

again in 'Extra' mode. The Extra Mode gives you exactly what you think it might give you. That's right, extra jumping umph. In fact, you'll now be able to jump twice as high as the first time through.

levels on Jumping Flash! (and you will), you notice that you are given the option to play



Restart the game.



Try jumping to get the feel for it. You will now, if properly timed, be able to quadruple-jump. Enjoy!



CODE DONKEY OF THE MONTH

This month's Code Donkey honors go to a reader in **Reno, NE**. His code for Kirby's Dream Land is as valid as any, and maybe even a pretty good one in the grand scheme of things. So, why make him Code Donkey you ask? Why, when there are so many readers out there who try so hard to be Code Donkey each month, would we want to make this reader Code Donkey for an entire month? Well, to tell you the truth, it has a little to do with the story he told in his letter of not being able to sleep late at night, and running to his Game Boy for some comfort but mostly it's because of his/her name. I mean how could I resist giving Code Donkey to someone using the name 'Cranberry'. Cranberry?

ADVENTURES OF BATMAN AND ROBIN

Game Genie for Super NES

- C98B-3400 Infinite Lives
C9A1-34AF Infinite Stars
E38D-C765 Moon Walk
466B-4484 Full Energy From Hearts

THE INCREDIBLE HULK

Game Genie for Genesis

- ALYT-8A82 Level Select
DVVP-8AG2 No Damage
ACTA-8AG2 Infinite Transformation

CAPSULES

Game Genie for Genesis

- ADR0-AAFN Infinite Ammo

SUPER PUNCH-OUT

Pro Action for Super NES

- 7E08C1B Super Punch
7E08F90 Infinite Energy
7E0820B Infinite Time

X-MEN 2

Game Genie for Genesis

- RFMA-NG0W Play as Magneto
AKXT-AAGS Infinite Lives

BATTLETECH

Game Genie for Genesis

- AXYT-CA3T Infinite Ammo
AX7T-AA7L Infinite Lives
AD3T-AAHW Start on Level Two
AS3T-AAHW Start on Level Three
AM3T-AAHW Start on Level Four
AX3T-AAHW Start on Level Five

MEGA BOMBERMAN

Pro Action for Genesis

- FFB5430003 Infinite Lives
FFA462D88A Infinite Bombs

YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCIWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month it's our lucky guy is **Chad Gabel**, from **Bismarck, ND**, who scores a controller for his Dream's Black Base codes.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, bonuses not included.



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Ridge Racer



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Return Fire



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CHEAT BOY

Cheats for: Donkey Kong Country
Earthworm Jim
Madden '95
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